

# GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 4



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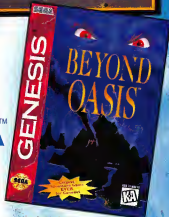
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**MATSU, LINDA, JOE KREISTEIN, LAURE THORNTON,**  
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**ISSN# 1070-3020**

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Well here we are right in the middle of yet another transition year for video games. 16-bit, to every one's surprise, is fading fast among third party developers and the buzz about the Ultra, Saturn, and Playstation, is everywhere.

We've been talking about the U64 in GF for some time now, while others have remained skeptical at best. Very soon people will find out how real it actually is, as well as how powerful. I can tell you first hand, it's almost scary, and Nintendo's plans for the machine make me envision the industry the way I've always wished it could be (or the way our industry once was).

The U64 is a cartridge based console. Housed inside is hardware so advanced that current CD-ROM technology cannot harness it. The visuals it creates are literally pixel tree and surpass anything I have ever seen in a video game. And I've seen it all.

It there is to be one ty in the olment it would be that U64 is cartridge based. It is common knowledge, industry wide, that developers are not overjoyed with the format. In fact, it is one of the reasons that 16-bit (and the cart format altogether) is already steadily decreasing.

Before I discuss Nintendo's strategy regarding this, let me clear the air a little. I'm not saying that 16-bit is going to die tomorrow. Sega and Nintendo will not let that happen, and I can tell you first hand many of our readers and we ourselves aren't ready to give up on our 16-bit friends. I'm speaking mainly from my experiences talking with third party developers. Sega and Nintendo will continue to produce 16-bit games for at least two years and make it desirable for third parties to follow suit. What you'll see is both a gradual reduction of cart based software and/or games with limited releases among third party developers. There are just too many systems out there to quickly abandon this format, so although it will slow gradually, 16-bit will most likely play a key role in gaming for at least another year.

And now back to our regularly scheduled program... Nintendo's strategy in regard to the whole cartridge situation is simple, yet ingenious. It's called quality control. Does anybody remember that? Not just anybody with a design document can make games for

the U64. Submitted designs must first be approved by a hand picked staff (ot gamers, not suits) at Nintendo. Their job is to allow only the very best games from each genre to be developed. Nintendo will play a key role in the release of each game. The goal is for every game to be the absolute best in its category, surpassing anything else available. Therefore, although there will be fewer titles available at any given time, the demand will be extremely high because each one will be of the highest quality. Sounds like a plan to me. After all, how many games does the enthusiast buy a month, five or six? Imagine it they were all amazing. Of course you'll have us bringing you previews as well. Nintendo has really opened up to us recently, and I must say, they've been a pleasure to work with.

So the plan is for everyone to win. You don't get stuck with any bad games and developers won't have to rent airplane hangers to house all their unsold cartridges. Add to that the unbelievable price of the Ultra (\$249.99 or less with a pack int) and you've got yourself one heck of a winning game strategy.

Over the last few months, we've tried to bring you as much information as possible in regard to the next generation of gaming and how each company will introduce their new hardware. We are excited about them all. As the news flows in from Sony, Sega, SNK, and Panasonic, we will bring you those stories as well. As the press in this industry, it is our job to take what we are hear and convey it to you, as accurately as possible. month after month. The Ultra has been shrouded in secrecy for some time now, as Nintendo has prepared for its entrance into the marketplace. The mail has literally been pouring in, as the rumors of the Ultra's demise has been reported elsewhere. Well, now you know. Check out the pictorial on page 107 to find out even more.

So, the stage is set. Sony, Sega, and now Nintendo, are all ready to join the next generation system wars. All three will unveil their powerful new hardware at the upcoming E3. With the 3D0, Jaguar, Neo CD, 16-bit still humming, and these monsters on the horizon, the fate of gaming is taking a whole new shape. I hope you'll continue to read about it right here.





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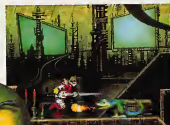
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grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these **skanky nuggets o'bug guts** to munch for power, you're roadkill, baby. Oh, you'll **bust** a few of Miss Manners' rules in this 32-bit battle. But hey, only **wussies** worry about good taste, right?



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# GAMEFAN

THE NEXT GENERATION VIDEO GAME MAGAZINE

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ALL ART BY: TERRY WOLINGER



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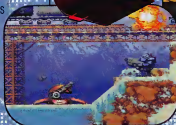
# METAL WARRIORS



MAKE NO MISTAKE, OPERATING THIS SKULL STOMPING, JET PROPELLED, 50 FOOT METALLIC BEAST IS NOT FOR PEOPLE WHO LIKE THEIR MILK WARM. SO, IF YOU'VE GOT HAIR ON YOUR CHEST, STRAP YOURSELF INTO METAL WARRIORS™ FOR YOUR SUPER NES® AND PILOT ONE OF SIX HEAVILY ARMED BATTLEDROIDS. DESTROY THE ENEMY ACROSS NINE CARNAGE-FILLED LEVELS WITH AN ARSENAL OF FLAME THROWERS, BEAM SABRES AND PLASMA CANNONS. IF YOUR UNIT'S TAKING TOO MUCH DAMAGE, EJECT AND NAB A FULLY FUNCTIONAL ONE. BUT WATCH YOUR TAIL WHEN YOU'RE OUT IN THE OPEN, YOU'RE EASY MEAT. THERE'S ALSO THE 2 PLAYER BATTLE MODE, WHERE YOU AND A FRIEND CAN MELT EACH OTHER INTO BEDPANS. IT'S KONAMI'S METAL WARRIORS. PICK IT UP AND YOU'LL STAND TALLER, EVEN IF YOU ARE SPINELESS.

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**TOP  
TEN**

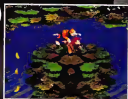


**MOST  
WANTED**



## TOP TEN

1. Donkey Kong Country (SNES)
2. Mortal Kombat II (SNES)
3. Final Fantasy III (SNES)
4. Earthworm Jim (Genesis)
5. Super SF 2 Turbo (3DO)
6. Alien Vs. Predator (Jaguar)
7. Samurai Shodown II (NEO-GEO)
8. Doom (Jaguar)
9. Super SF 2 (SNES)
10. Tempest 2000 (Jaguar)



**First Prize:** Your choice of a  
core SNES, GENESIS, or GAME GEAR.  
**Second Prize:** Your choice of one of the  
Picks of the Month in Viewpoint.  
**Third Prize:** A **FREE** year of Game Fan!

## MOST WANTED

1. Killer Instinct (Ultra 64)
2. Virtua Fighter 2 (Saturn)
3. Phantasy Star IV (Genesis)
4. Mortal Kombat III (3DO)
5. NBA Jam Tournament Ed. (SNES)
6. Panzer Dragoon (Saturn)
7. Gex (3DO)
8. Earthworm Jim Sp.Ed. (Sega CD)
9. Mega Man X<sup>2</sup> (SNES)
10. Chrono Trigger (SNES)

**Congratulations to the following winners of  
last month's contest!**  
**First Prize:** Carvern James of Grass Valley, CA  
**Second Prize:** Jonathan Scarpelli of San Diego, CA  
**Third Prize:** Justin Krupa of DDB, MI

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

**GAME FAN TOP TEN 5137 Claretton Dr., Suite 210 Agoura Hills, CA 91301**

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

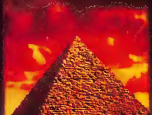




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Travel With Thy Controller  
In Hand To A Land Where  
Cheaters Prosper...



# HOCUS POCUS



## KILLER INSTINCT ARCADE

PLAY AS EYEDOL (WE SWEAR, THIS ONE WORKS!)

1. At the Character Select screen choose Riptor, then hold the joystick to the left while holding down Jab, Short and Strong. Do not release either the buttons or the joystick.
2. Once the character animation screen appears ("Riptor VS opponent" screen), listen for the "whoosh" sound. Once you hear it, push the joystick to the right, release the three buttons, and hit Strong, Fierce, and Roundhouse. The announcer's voice should say, "Eyedol." The human-controlled Eyedol does not regenerate energy by stomping his hooves. You can use the club to redirect an opponent's projectiles back at him. Nhan Nguyen, Houston, TX

## MEGA MAN X 2 (SNES)

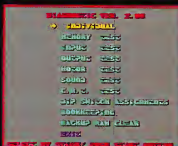
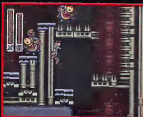
### MEGA MAN SHORYUKEN!

You must have all eight weapons, all 8 heart tanks, and all four sub tanks. Make sure you have 9 lives and have all weapons and heart tanks at full power.

Play through the game until you reach the third level of the boss stages. The stage is Agile's. Part of the way through, there is a place where you can go down a ladder, but there is also a ladder that you cannot reach. You need to crystallize one of the bats to reach the ladder.

Climb up and you'll find a series of spikes you must cross. Power up the fire weapons and dash across the first set of spikes. Quickly fall through the spikes and use the air dash across the nest set to the left.

Then there is a long drop down. Stick to the right side wall and use the radar to find the invisible section in the wall. Inside is Dr. Light's Special Present for Mega Man X. The Dragon Punch can be performed just like in Street Fighter II, but only works when Mega Man X's health is at full bar.



## THE NEED FOR SPEED (3DO)

Using the second controller on the inside-car view simultaneously press and hold up, L, and A buttons. It will give you a new inside-car view with a much larger viewing area of the track. If you continue to hold the buttons, it will make the rear-view mirror disappear, while holding it even longer will make the speedometer disappear, eventually returning to the original in-car view.

Kevin Nelson & Jeff Lines - Racine, WI



## AFTER BURNER (32X)

### ENTER THE "TEST MODE"

At the Sega opening, press A, C, and Start on the 2P pad. You'll hear a voice. At the title screen, press A, B, C, and Start on Pad 1. You'll enter a screen with options like "CRF Test", "Bookkeeping", and "Memory Test." This menu was designed for arcade operators, proving that Afterburner is a 100% direct arcade port!



At the main option screen where you can select your race and number of players enter the following 4, 0, 8, 5, 7, 4, 1, 4

This will get you to another option screen.

- 0 = Music On/Off
- 1 = Podium
- 2 = End of Ride
- 3 = Gold Cup
- 4 = Silver Cup
- 5 = Bronze Cup
- 6 = All runs opened (Free ride)
- 7 = Show Game Over

Brad Gelger - Logan, OH

## Val d' Isere Skiing and Snowboarding (Jag)

# EARTHWORM JIM™

## Special Edition



ONLY ON SEGA CD. EAT DESSERT.

*Interplay*

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## TOHSHINDEN (PLAYSTATION)

PLAY AS THE FINAL BOSS, SHO!

Begin by entering the Gaia code: One the 1st player controller, wait through the intro and do a fireball motion with Square while the options such as "1P GAME" "VS HUMAN" etc. are lying in from the left and right. Now, wait through the demo and intro once again and perform a dragon punch motion on the 2P pad with Square at this same time. After entering each code you should hear the sample "Fight!" Now, simply begin a game and press either Up and X on Fuji or Down and X on Kayin to play as Gaia and Sho, respectively.

### CONTROL YOUR OWN CAMERA ANGLES!

Enter the Options and set your control on "32." Now, a hidden camera option known as "YOUR SELF" under the "CAMERA ACTION" setting will appear; choose it. Go back to control and make it "33." Now, begin a game, pause, press and hold all four regular buttons and press Select twice. (To get your menu back, hold all four buttons and press Select again) The L & R buttons of Pad 1 & 2 can now be used to change the camera angles to whatever you desire! If you don't have two buttons simply pressing Select on Pad One will toggle between rotation and scaling.



## EARTHWORM JIM (GENESIS)

UP, UP AND AWAY!

In level 1 before the last boss appears, jump on the spring, push up and hold the jump button. You will fly up, land on two platforms and find some cool power ups!

Sylain Simard  
Sarnia, Canada

## BURSY (JAGUAR)

Level Codes:

Level 2 = 392652  
Level 3 = 458227  
Level 4 = 958936  
Level 5 = 739294  
Level 6 = 184792  
Level 7 = 812615  
Level 8 = 781367

Level 9 = 126712  
Level 10 = 236721  
Level 11 = 673167  
Level 12 = 792323  
Level 13 = 672328  
Level 14 = 782389  
Level 15 = 672345



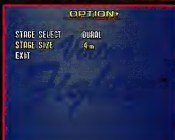
## VIRTUA FIGHTER (SATURN)

CONTROL THE LAST BOSS, DURALI

Begin a new game and enter Down, Up, Right, A & Left at the same time. You'll hear a whooshing noise to confirm that you've chosen Durali! He/She is extremely quick and has many of each characters' moves.

### CHANGE THE SIZE OF THE RING & STAGE SELECT

At the title screen, where the words "Press Start Button" are flashing, press Up twelve times, press Start, and enter Options. You'll hear the "KO!" sample. Highlight EXIT in options and press Down and A at the same time. You can now change the size of the ring and select your stage!



## The Super Hocus Pocus Giveaway

### First Prize!

The winner will receive a free game console of his or her choice. That's ANY game console; 300, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo Geo.

### Second Prize!

Second prize will win a free GameFan T Shirt, the game of his/her choice and a one year subscription to GameFan.

### Third Prize!

Third prize will win a Game Fan T Shirt, and a one year subscription to GameFan.

**The Super Hocus Pocus Giveaway.** Send in your codes, good bad or ugly. We'll choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now, like never before. (Current subscribers will receive a one year extension.)

**First Prize:** Sylain Simard  
Sarnia, Canada

**Second Prize:** Gerry Gonzalez

Inglewood, CA

**Third Prize:** Nhan Nguyen  
Houston, TX

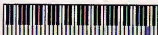


### SEND YOUR CARDS AND LETTERS TO:

Hocus Pocus  
5137 Claretton Dr. Suite 210  
Agoura Hills Ca. 91301

# STAR WARS

Advanced Music Processor (AMP) 0.9  
CD 1354 3026 of America



SONG NUMBER: 1  
SON 226 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10  
PRESS 226 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10  
PRESS START to Exit

## STAR WARS (32X) USE THE FORCE!

To use these codes, pause the game anytime during play.

Timer Reset - Left, Down, "A", "C", Down, Up

Freeze Timer - Down, "B", "B", Up, Right, Left

Piano Mode (Sound Test) - Up, Right, Left, "A", Down, "C"

(Note: These codes only work with a 6-button controller, because there is no way to pause the game on a 3-button controller.)

Jon Lenaway - New Baltimore MI



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# MORTAL KOMBAT III

The #1 most popular fighting game of the past two years is about to receive its second sequel, and smart money says part three will be three times better than the previous editions! *Mortal Kombat III*. Need I say more?

Okay, I do need to say more....but what I won't do is fill eight pages with meaningless rumors, innuendo, and speculation. Just the facts, Jax!

For starters, MK III takes place somewhere on Earth. The exact storyline is still a mystery, but Shao Kahn is back. The Outworld gang is coming to town...sounds like Predator 2, eh?

Of the original casts of playable characters from MK I and II, only Sonya, Jax, Kano, and Kung Lao are 100% confirmed to be playable in III. According to Ed Boon's comments on the Internet, Liu Kang is highly likely to be in III in some fashion, possibly played by the same actor who portrays him in the MK movie. As for the rest of the characters, designers Ed Boon and John Tobias were considering have them make cameos of some fashion, but they weren't talking at press time.

Why so few old characters? To make room for a ton of new characters? Boon and Tobias don't want



Ed Boon (seated) and John Tobias Prepare for Filming



John Tobias studies new MKIII drawings



Tony Goski: Artist for Mortal Kombat III

*Checkout these latest sketches by John Tobias*







Keno Prepares For Battle.



Sometimes the armor gets damaged in the many takes & battles



"I'm not so bad, I'm just digitized that way."



Sonya prepares to take her opponent down for the count!!



Lights, Camera...Bleed!!

to get stuck in the SF II upgrade rut, so with each new version they always want to create a largely all-new playing experience.

As for the characters...we'll let the pictures do the talking. John Tobias (I love this guy's art) did hand-drawn illustrations to show what the digitized characters will look like. Check out that buffed female who looks like Goro's sister, and the new white-haired, black-fingernailed vamp character! Sexy, awesome, devastating! As for the T. Hawk lookin' dude...looks familiar?

Additionally, the photos depict some heavy work sessions from the making of the game. With Boon behind the keyboard, Tobias behind the easel, and both behind the camera, you know it's all good.

We refuse to speculate on things like extra buttons, new fatalities, etc. because there are simply no facts yet available. MK III is due to go on test in Chicago in March, with a national arcade release sometime this Spring. We'll be there! (P.S.—Check out Other Stuff for details on the home versions).

—Slasher Quan





**OGRE BATTLE • SNES • ENIX • 12MEG • STRATEGY • 1 PLAYER**

No doubt about it, a card battle in the US is long over, do not to mention another game from the RPG masters at Enix. OGRE Battle is a strategy /fantasy drama come true. It's not amazing 3D view graphics, intense battles filled with magic, a great plot, and titling music. These ingredients are so important in a strategy setting. OGRE's got 'em!

GRAPHICS 9  
MUSIC 8  
CONTROL N/A  
PLAYERS 8  
ORIGINALITY 10  
**90**

One of the greatest injustices ever done to the SNES was the non-release of OGRE Battle, the best fantasy strategy game ever made, and Enix is at long last bringing it to us. It's all here - gorgeous art, beautiful orchestral tunes and one of the most ingenious and coherent game systems on the planet. Even if you don't care that much for strategy games, like me, you'll love it. Buy it now and free up a few weeks to spend with this joy game.

GRAPHICS 9  
MUSIC 8  
CONTROL N/A  
PLAYERS 8  
ORIGINALITY 10  
**94**

I cannot stress enough to you, how amazing this game is. All the graphics are super detailed and very classy, the artwork is at the quest to know, the music is amazing and Waterford does not have crystal as clear as the voice in this game. Are strategy games supposed to be this cool? OGRE Battle is to STG's what Final Fantasy is to RPG's. Groundbreaking!

GRAPHICS 10  
MUSIC 9  
CONTROL N/A  
PLAYERS 8  
ORIGINALITY 9  
**90**



**METAL WARRIORS • SNES • KONAMI • 16MEG • ACTION/ADVENTURE • 1-2 PLAYER**

Anyone who dug the great Cybernator will be overjoyed with Konami's sequel, Metal Warriors. This game is similar, but has features that make it different than the first, including being able to climb out of your mech, and blast away! The music, level design, and graphics, are all of the same high quality and the 2 plyr. feature is a nice bonus. The SNES keeps rockin'!

GRAPHICS 8  
MUSIC 8  
CONTROL 8  
PLAYERS 8  
ORIGINALITY 9  
**80**

I'm a little disappointed with this game. While Metal Warriors is to Cybernator (what I sequel) to Cybernator, MW is too close in concept not to warrant a comparison. In the areas of music, animation and graphics, MW is good but not as good as the big "C". But alas MW was programmed in America, and Japan was the first game. A cool game that could have been even cooler.

GRAPHICS 7  
MUSIC 6  
CONTROL 8  
PLAYERS 9  
ORIGINALITY 6  
**71**

I had fun with this game. The overall theme at MW game is the look of Konami's Cybernator, but not quite the execution or refinement of it. The graphics are very good, it is the animation, but the music gets downright cheesy at times. MW could (and should) have been a little bit more polished overall, however the turnip gun, samurai, 2P mode and multiple robots make up for some of the rough edges.

GRAPHICS 7  
MUSIC 7  
CONTROL 9  
PLAYERS 8  
ORIGINALITY 7  
**77**



**TRUE LIES • SNES • ACCLAIM • 16MEG • TOP VIEW SHOOTER • 1-2 PLAYER**

True Lies lifts a cap on the SNES, that being the top view action category. It does a good job too, but on my, it's hard in the later levels! Arnold is drawn like a midgut (not alone) but he looks pretty cool. Tom's playing with commentary and the game die in a spurring pool o' hemoglobin. Great movie, good game.

GRAPHICS 8  
MUSIC 7  
CONTROL 8  
PLAYERS 8  
ORIGINALITY 8  
**79**

Oh Joy! I enjoy being target practice for a bunch of computer thugs and dodging bullets till I hurt. On the surface top, this was frustrating on two levels. The game is conceptually solid, but the little graphics and unmemorable music left me wanting more. Old I mention the game is a bit on the impossible side...teez. Ardously strenuous.

GRAPHICS 7  
MUSIC 6  
CONTROL 9  
PLAYERS 8  
ORIGINALITY 8  
**70**

Here's a case where a movie license is made into a solid game, (somewhat of a rarity these days) but the overall concept is crippled by the high level of difficulty. Now don't get me wrong, I enjoy playing a game you can't beat in one day, but there's a difference between challenge and frustration. Unlike Super Battletoads, for example, TL is not quite a good enough game to justify all that pain.

GRAPHICS 7  
MUSIC 7  
CONTROL 8  
PLAYERS 8  
ORIGINALITY 8  
**73**



**GALAXY FIGHT • NEO GEO • SUNSOFT • 17MEG • FIGHTING • 1-2 PLAYER**

The last thing I like about GF are the awesome characters. One's a much female with exceptional features and one's a combo-crescent robot. In other words, originality is alive and well in Galaxy Fight. The second thing I like is the smooth, zooming camera effects that make "Art of Fighting" look chunky. And finally, this just plays extremely well. I'd have to say that Galaxy Fight ties Samurai 2, as my favorite one fighter. I can't wait for the CD.

GRAPHICS 10  
MUSIC 9  
CONTROL 9  
PLAYERS 9  
ORIGINALITY 9  
**95**

I thought the limits of the Neo-Geo had been reached, but only this and the upcoming Fighter from BNE are quickly changing my opinion of Neo hardware. This game has five parallax scrolls with a deep line-scrolling floor... and everything scales! Near-perfect gameplay, art, and music don't hurt, and this game's got 'em. Hopefully this joy-life will be released with the American Neo-Geo, so that you too can experience the bliss that is Galaxy Fight... why to go Sunsoft!

GRAPHICS 10  
MUSIC 10  
CONTROL 9  
PLAYERS 8  
ORIGINALITY 8  
**95**

Sunsoft has made a spectacular Neo-Geo debut with Galaxy Fight. At first, the game drew me in by virtue of great music, insane line scrolls and unique characters. However, where GF shines is in its playability. In Galaxy Fight, pulling off special moves and cool combos is a snap. Another great fighting game for the Neo-Geo.

GRAPHICS 8  
MUSIC 9  
CONTROL 10  
PLAYERS 8  
ORIGINALITY 8  
**92**



**TEMPO • 32X • SEGA • 24MEG • ACTION/PLATFORM • 1 PLAYER**

Tempo's a hard one to call. It's a cool game, but not all that 32-bit. The game revolves around music... but the music hurts. The graphics and gameplay are pretty high quality, especially for younger kids. It SDA would've gone with "Techno I'd Liked It" a whole lot more, but, in the end I just think Tempo's OK. He sure has smooth rotation!

GRAPHICS 8  
MUSIC 5  
CONTROL 8  
PLAYERS 7  
ORIGINALITY 9  
**79**

This game would have been titled "Ten Times Better if Sega had lost the painful rap and hip-hop throughout the game. Tempo himself is a cool little character, and much of the game is highly original and very Japanese - all the more reason to lose the lame American tunes. Despite Sega's claims, Tempo will not "move your mind."

GRAPHICS 8  
MUSIC 3  
CONTROL 8  
PLAYERS 8  
ORIGINALITY 8  
**80**

While others at GF may bag on the hip-hop theme of Tempo, I found it to be unique and actually enjoyable. We all agree Tempo is of higher quality than the first batch of 32X games. This is an impressive game-there's a cool galore, much movement in the backgrounds, cool special FX everywhere you look, and Tempo himself has personally to burn. I would love to see a sequel done on the Saturn.

GRAPHICS 8  
MUSIC 8  
CONTROL 8  
PLAYERS 8  
ORIGINALITY 8  
**88**



**AFTER BURNER • 32X • SEGA • 16MEG • SHOOTING • 1 PLAYER**

After Burner is a perfect translation... of a game that could have stayed buried forever. I have a "new" 32-bit system with TWO SH-2's in it, right? So, why can't I play this to its death years ago. Jet, right, shoot, fire, fire, zzzz. Sega, read my lips, Stadium Grass, Outrunners, PowerDrift, Galaxy Force...

GRAPHICS 7  
MUSIC 8  
CONTROL 8  
PLAYERS 5  
ORIGINALITY 4  
**70**

Despite what Skid has to say about After Burner, I still consider it to be one of the best and most ground-breaking arcade titles ever and thus still quite fun today, let alone nostalgic joy. If you've never played the arcade game this cart is amazing... hardware scaling galore and very good 3-D. Not to mention a great game. A worthy purchase.

GRAPHICS 8  
MUSIC 7  
CONTROL 8  
PLAYERS 7  
ORIGINALITY 7  
**83**

I am totally amazed. I cannot convey to you, how perfect a translation After Burner is. I swear to you, all the intense gameplay, every graphic, every sound sample and every level of the coin-op, is absolutely duplicated on the 32X. Trouble is, the game is so authentic, you'll need a good memory and a dose of nostalgia to give a boot. Melancholy.

GRAPHICS 8  
MUSIC 8  
CONTROL 9  
PLAYERS 7  
ORIGINALITY 7  
**79**





# THE ADVENTURES OF **TEAM GAMEFAN**

**COMING IN MAY...**

WHY "TEAM  
GAMEFAN",  
TERRY? WHY NOT  
"THE ADVENTURES  
OF POSTMEISTER"?  
THINK OF IT. IT COULD  
BE THE BIGGEST THING EVER!  
WE COULD DO AN EPISODE ON  
HOW TO TEAR UP LAWNS, ONE  
ON THE WONDERS OF MACE,  
ONE ON...

WHERE'S MY  
ERASER?

WHY ARE YOU  
WASTING YOUR TIME  
ON THESE MERE MORTALS?  
ALL THEY EVER DO IS PLAY  
VIDEO GAMES. WHY CAN'T  
I HAVE MY OWN COMIC  
LIKE ALL THE OTHER  
SUPER HEROES?

# 2014 TO

## THE ODDS ARE AGAINST YOU.



LEAPING LIZARDS! SPIDEY'S  
CLEANING UP THE SEWER.



FLAME ON! THE HUMAN TORCH™  
HEATS UP THE BEETLE™!



SPIDEY GETS THE  
"JUMP KICK" ON VENOM™



FEATURING THE FANTASTIC FOUR™



SHOCKER™



MYSTERIO™



SPIDER-SLAYER™



OWL™



VULTURE™



RHINO™



BEETLE™



JACK O' LANTERN™



MARVEL  
SOFTWARE

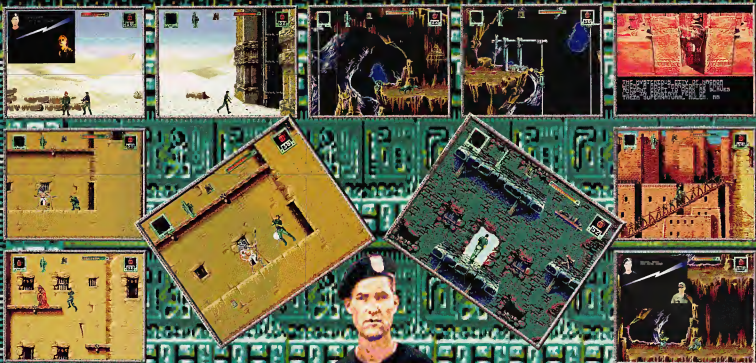
MARVEL  
COMICS

SUPER NINTENDO

GENESIS™

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Does anybody remember the phenomenal Genesis version of *Aliens*? If you do, I'm sure you have fond memories. Well, prepare yourself to play an equally joyful game obviously created by the same team of talented designers and programmers, *Stargate*.

Like *Aliens*, *Stargate* is as non-linear and adventurous as Genesis games come. It also features stellar rotoscoped graphics which surpass any that I have seen on the system to date.

*Stargate* is comprised of many missions which you will receive as you progress into the game. You'll conduct massive exploration while dealing with nasty beasts from the deserts, caves, and dwellings of the movie's version of a lost Egyptian city on an alien world.

In the game Kurt looks like Kurt, and James looks like James. Even scaled

down to fit into a video game screen, the sprites' mannerisms reflect the actual actors. If you're a fan of the movie, this realism really helps get you into the flow of the show. The enemies in *Stargate* are impressive as well. Though they are not many (maybe eight in all), they look and animate very realistically...except for the poison-shooting armadillos, they just look plain silly.

The one obstacle you will have to quickly overcome is jumping with the 'A' button. 'A' jumps, 'B' shoots, tapping 'C' hurls a grenade (over- or under-hand), and holding 'C' allows you to run.

Kurt can hang and climb up ledges, similar to the ever-popular Prince of Persia. He can also climb up ropes and vines. The animation on these movements is utterly perfect. Once you get used to the control you will find

## STARGATE

GENESIS • ACCLAIM  
16 MEG • 1 PLAYER  
ACTION/ADVEN.  
AVAILABLE APRIL

GENESIS REVIEW







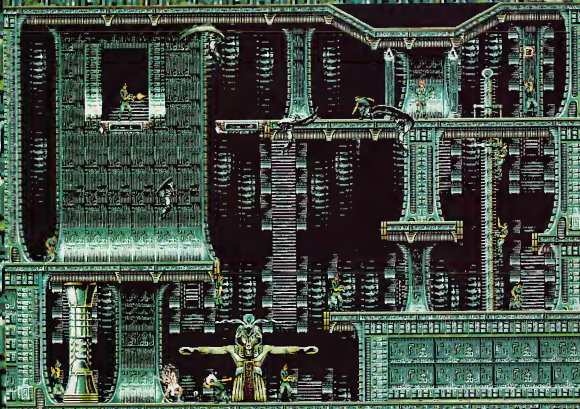
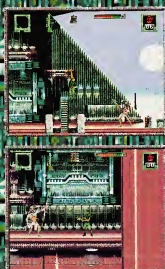
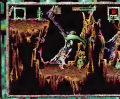
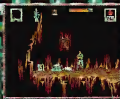
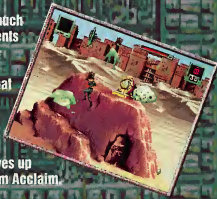
the moves fun to execute and precise.

Since the game is long, and high on adventure, there isn't much in the way of bosses. Enemies get tougher (and larger) as events progress—but besides the pesky Annubis you fight only one other boss, Ra, and he's one tough son of a biscuit. This doesn't hurt Stargate at all; in fact, it adds to the feeling that you are playing a game based on a movie, not a formula platformer.

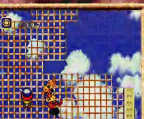
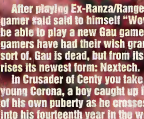
The music in Stargate repeats a little much, but it's quality stuff, as are the sound effects and samples.

Overall, Stargate is an impressive package that more than lives up to the source flick. With movie ports like this and True Lies coming from Acclaim,

Hollywood can hang around for as long as they like. —Takahara





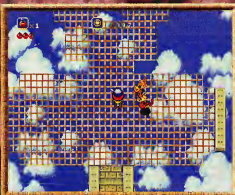


After playing *Ex-Ranza/Ranger-X*, many a gamer said said to himself "Wow! When will I be able to play a new Gau game?" Those gamers have had their wish granted - well, sort of. Gau is dead, but from his sooty ashes rises its newest form: *NexTech*.

In *Crusader of Centy* you take the role of young Corona, a boy caught up in the turmoil of his own puberty as he crosses the threshold into his fourteenth year in the world Centy. However, a group of mutants have come back to the world around the same time. With that, Corona is off in a very *Zelda III*-esque romp... with the help of his sword, passed on by the noticeably absent father figure. I know what you're thinking: "Okay, okay... nice plot, and it's *Zelda III*-esque... but to warrant a play, let alone a PURCHASE, its gotta have an extra SOMETHING that puts it ahead of *Zelda III* in this day and age. Extraordinary graphics and sound or perhaps an extra-dramatic and compelling quest... So, what's this game got?" I'll answer that for you: ANIMAL FRIENDS.

Need I say more? Well, in any case, I shall: The Animal Friends that Corona employs as "Items," are acquired throughout the game in various dungeons and other places. These friends, who can be "equipped" two at a time, all have special powers, too. For example, some of the friends are the penguin and lion, who give you the sword the powers of ice and fire, respectively, a cheetah who bestows you with the ability to run at a fantastic speed, some odder residue; a flamingo that can accentuate the power of whatever other Animal Friend is equipped; and an armadillo used for tossing around like a block. Just like all veritable zods use their armadillos! However, I have found that the most valuable animal friend to be Mac the Floating Don. His gyrations are really quite whimsical and he's a great all-around companion. The great thing, though, is that the animal friends are easy to control and do what you wish, unlike your companions in the "other" recently released overhead Genesis adventure, *Beyond Oasis*. This also holds true with Corona's control, which is insanely tight. He's got all of the basic adventure-game moves, but his jump, in which his feet become brown flippers, is super-precise.

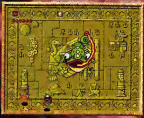
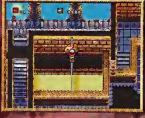
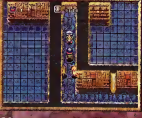
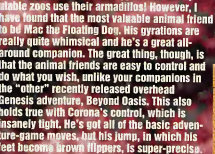
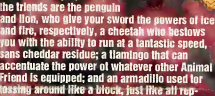
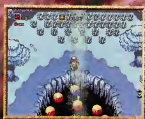
Throughout the game, Corona finds himself in several zany situations. For instance, before he can receive his magic sword, he's got to go through the three levels of a giant training



course, Rafflesia Forest. All sorts of obstacles await him there, like moving grass, elastic bands, and large chasms. Which aren't real chasms at all, but holes with the exact same pattern encircling them as *Zelda III* seemed to have. Hmm... Corona also travels up into heaven where another obstacle course exists that hinders your way from proceeding on to the farthest reaches of the afterlife. There you'll meet deceased Animal Friends and take the Nestea

Plunge onto platforms that reveal more and more of themselves as you walk on them. Eventually, they spell out a word, "DDG," which, if you're either dyslexic or an atheist with a wry sense of humor, might mean "fido." It's all a hint, though, to use Mac to open up a door!

The graphics are rather cute-honey and pastel, even more so than *Zelda III*, and some of the scenes are wildly fantastic - fighting the dragon in Heaven, as clouds shift and warp all about in this motion-frenzy, for instance; or the toad, warping about and blending into the background inside of an ancient building, as if Corona had ingested LSD or actually licked the toad. If this were a year ago, I'd be required to say, "Whoa!



ATLUS • 16MEG  
ACTION/RPG • 1 PLAYER  
AVAILABLE MARCH



Look at that line-scrolling! I almost don't believe I'm playing this on a Genesis!" But now it's fairly commonplace for the Genesis to pull off these stunts. For instance: "Wow! Look at those clouds over your village! Transparency on the Genesis!" Well, very nice, yes... It's not true transparency but it's still kind of cool. But the animation that is coupled with the graphics is rather keen, the bosses are huge, but are totally fleshed-out with animation. And Corona also actually **TURNS** when you change directions!

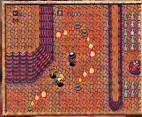
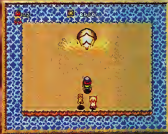
And now, the music, something which I can get very nasty on in games. My idea of music is something that matches perfectly with the particular scene

and is very noticeable in that it's well-written and/or dramatic and intense. Centy's music is just totally average. Its gotta tune every once in a while that can make you go "Hmmm," but otherwise, it's pretty much vanilla.

The only problem with *Crusader of Centy* is that it's a tad short and easy, but it has that special "aura" to it that, despite the fact that it's not a one-sitting game, makes you want to replay and replay without even a second thought.

Centy doesn't quite match up to *Beyond Oasis*, but that's expected, as it's been several months since the original Japanese version, *Neogenesis Ragnacenty* was released, whereas there was a very short time period between the Japanese and American releases of *Oasis*. Nonetheless, since these games are few and far between on the Genesis, *Crusader of Centy* is a worthwhile purchase for the action/RPG gamer.

-EvilLights





# ROAD RASH 3



**Policeman**  
A policeman's life is hard. Husher. For all my hard work, I make only a peasant's wage!



**Receptionist**  
Looks like you're bad at everything you do. Too bad. No one crosses me. Elnne the Rege.

GAME OVER

Watchout for the cops! Meaner than ever & ugly too!

The rules are still the same: strap on the lead nads and go as fast as you can, rub out all other riders and try not to get busted in the process!

Geez! talk about kicking a guy when he's down!



**ELECTRONIC ARTS • 16 MEG  
RACING • 1-2 PLAYER  
AVAILABLE MARCH**

The traditional RR blind jumps, road kill, and pavement obstacles are still present, but in RR3 they're more frequent. So hitting a car, or varmint in the road is more likely in this version, resulting in higher difficulty and deeper gameplay. Also, once you grab a weapon from another biker, you keep it throughout the rest of the game, so grab a good one!

Harley-Davidson or a Ford pick-up truck, you can actually tell its a Harley or a Ford. Everything's digitized including you, similar to the godly 3D0 version.

I've been a huge fan of Road Rash since it first came out on the Genesis in 1991. I loved the incredible scaling effects, varied tracks, and in particular, the instinctive gameplay. Now it's 1995, and rashers have a new game to contend with: Road Rash 3-Tour de Force. In this, the third variation on the Road Rash theme, players race their machine's around the world. As I picked up the controller and attempted to get a feel for the bike, that old Road Rash feeling came back into focus. Even when you ride one of the worst handling bikes in RR3, there is a sense of precision and control that inspires confidence.

With RR3, not only do you experience different feel and performance parameters with all the various bikes you can buy, you can even go one step further by purchasing different body panels, suspension parts, tires, and engine enhancements—a new feature. Once I got the control wired, I started to look around at the scenery. What did I see? Well, there's definitely a lot more objects on screen and the graphics are more detailed. For example, when you scale up to a police

The computer rashers are now more intelligent, more aggressive, and much more difficult to pass. I found that in order to be competitive in RR3, you best find a weapon to keep the nasties off your back.

If you and a friend want to play together, the two of you can race against each other alongside the computer rashers in split screen mode, or race against each other without any CPU bikes on the track. The frame rate however, does slow down considerably. RR3 is still best when played alone.

One last little bonus are the cinematics when you win or lose. They may not be 32-bit hyper snazzy graphics but they sure are funny! Next month we'll review RR for the Sega CD. See you then!

—K. LEE



Look Ma!! Two Player Mode!







The highest power in the realm of Sega RPGs has finally been reached: *Phantasy Star: End of the Millennium* is here! Never before has the Sega RPG gamer experienced such fantastic art, music, and gameplay, and the levels of joy reached while playing this title may cause even the oldest RPG hand to suffocate with the absolute magnificence of it all.

The *Phantasy Star* saga is without a doubt my favorite Sega series, and as every RPG fan knows, he doesn't like people messing with his series.

Unfortunately, that's what happened here. Almost every name was changed, and changed painfully: Why change Rudy to Chaz, Fal to Rika, Pyke to Gryz, Slay to Rune and Lyla to Alys? Much of the game is mistranslated, too, leaving little relation to the original *Phantasy Stars*. In the first twenty minutes of playing you'll come across three glaring mistakes - Palma's called Parma, Dezoris is called Dezolis, PSI's Dr. Luverno is Dr. Lubetz, Aisulin is Aishline, and the list goes on and on. C'mon, Sega, how hard could it possibly be to have your translators play through the first three *Phantasy Stars* if only to retain continuity? Forgive me for ranting about this, but to me the most important aspect of the RPG is storyline. To make such obvious mistakes is just... silly.

Enough of that... on to the actual game. Unlike other gaming magazines seem to say, *PS:EOTM* is one of the most original RPGs I've played in a long while, with plentiful original ideas: Attacking from vehicles, combining two or more spells to form a gigantic, hot-death-dealing, color-cycling, "combination attack," bounty hunting-style subquests, space travel, full-screen anime cinemas every couple hours, etc. etc., obviously the "other guys" played through only the first scenario of the game: The graphics are gorgeous, the music is some of the best I've heard in a while on Genesis, full of batchin' samples, and the game exudes nothing more than pure, joyous power. If you're a fan of the series, you have no excuse not to purchase this game now... even with the obvious mistakes. If you're an RPG gamer who's never played a PS game before, you owe it to yourself to experience the series' majesty... so, in effect, no matter who you are, the purchase of *Phantasy Star: End of the Millennium* is required! - N.Rox





KORR



JEN-TAI

KORR



**NAMCO/VISUAL CONCEPTS**  
24 MEG • FIGHTING • 2 PLAYER  
AVAILABLE JUNE 21



DIVADA



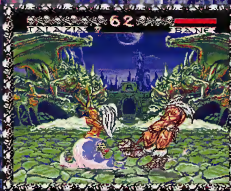
tain pass stage where the losing fighter gets afflicted by a curse and must stay there until the next warrior challenges.

The game play combines SE II and totally original elements designed to enhance the swordplay experience. It's straight six button, with three forehand swings and three backhand swings. Each character has about ten special moves, some for use on the ground and some in the air.

The preview version only had a couple fatalities working so far. Hopefully the developers will go absolutely nuts on the gore and blood, because when you slam a three-foot-long bastard sword into a prone enemy's ribcage, you expect gnarly things to happen.

—Slasher Quon

TALAZIA



BANE

TALAZIA



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Geese Howard

Andy Bogard

Axel Hawk

Big Bear

Billy Kane

Cheng Sinzan

Duck King

Joe Higashi



# FATAL FURY SPECIAL

JVC  
FIGHTING  
2 PLAYER  
AVAILABLE MARCH

SEGA CD  
REVIEW



So you say you own a Sega CD and you need a new fighting game. You're also trying to tell me that you would prefer one that features plenty of technique, good control and cool combos. Well, JVC may possibly have the answer to your prayers with its Fatal Fury Special translation, coming from the Neo-Geo to your Sega CD. This version is very close to the original, but a few missing touches and details keep it a ways from perfection.

With the added memory capabilities (over carts) of the Sega CD and the 160 megabits that make up the arcade Fatal Fury Special, you would think that the two together would be a match made in heaven...well, I wouldn't go that far.

On one hand, the sound is fantastic. All of the sound samples and music of the Geo FFS have been digitally recorded and directly transferred over to this SCD version. The voices are super sharp.

The game play is great, too. Not only can you select all 15 fighters found in the arcade game, but



you can also select the hidden character, Ryo Sakazaki, without inputting a secret code. What really separated FF

Special from the older FF2 (other than the ability to play all the bosses) was the improved control and playability. Again the SCD is close to the Geo, and performing multi-hit combos and secret moves is a snap.

Despite the positives, there are a few things about this game that bother me. Take, for instance, the animation. From each character's winning pose to their special moves to a basic walk across the screen, there are definitely more than a few frames of animation missing. Additionally, the game has an excruciatingly long CD access between fights.

It's really just in the little details where FFS CD stumbles, but they are still significant flaws. FFS CD could've been a slightly better conversion of the arcade game. It's the details that make a great game great.

-X LEE



Jubei Yamada

Kim Kaphwan

Lawrence Blood

Mai Shiranui

Ryo Sakazaki

Terry Bogard

Yung Fu Rue

Wolfgang Krauser

# EARTHWORM JIM

## Special Edition

SEGA CD  
REVIEW

Right from the opening belch, you'll know Earthworm Jim Special Edition is a platform masterpiece so damn good it's disgusting. Developer Shiny Entertainment reaffirms its commitment to excellence with this greatly enhanced SCD version. Just a few extra levels, smoother animation, and mega-rockin' Tommy Tallarico tuneage go a long way to dispelling that shovelware stigma attached to the Sega CD.

By and large EWJ SE is about 80% identical to the Genesis version, but the extra touches and new features will hook you faster than fish bait. Get set for a full-blown all-new level, Big Bruty. You gotta outwit these big gnarly junkyard dog-lookin' creatures who go nuts when provoked. What's great about Big Bruty and all the levels in Jim is how well-balanced the action is between fast movin' reflexes and brain faplin' puzzles. It's nothin' that requires a high school degree, but if you thought it had all been done before in platformers, think again!

My favorite aspect of the disc is the awesome all-new music.

It's just so perfect for Jim...It makes you laugh, it makes you scared, then it makes you laugh again. On one level the theme starts out dark and foreboding, then a record-skipping sound plays and the music switches into a light, breezy, upbeat ditty. All this happens while volcanic flames scorch your hide and ghosts chase you down perilous cliffs! While some Game Fans prefer the cart's music, I go for the clarity and brilliance of Tallarico on CD.

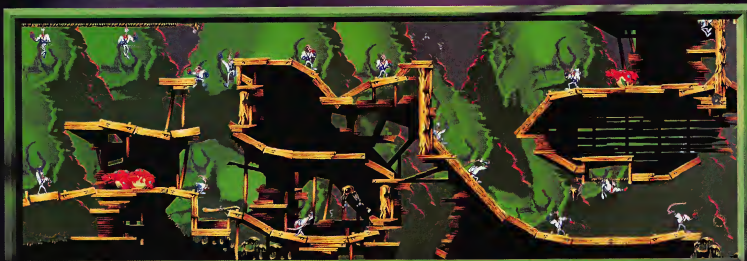
It's hard to think of a Genesis/Sega CD platformer with sharper, cleaner, more fluid graphics, so I won't even bother trying. New additions here include a hilarious pencil test animation at the title screen and scanned-art intermissions.

Nitpickers will have a lot of time on their hands, because it's hard to find any faults with this game. The loading time is minimal, maybe five secs between levels. There's no loading at all during game play! I think the control

could have been on so slightly more precise at times, but that's barely worth the band-width. A password feature rounds out the list of new-and-improved.

Sega CD gamers who own and love Genesis Jim should definitely check out SE. It's not an all-new game, however, it is a wonderful new experience. -Slasher Quan

INTERPLAY/SHINY  
PLATFORM • 1 PLAYER  
AVAILABLE NOW





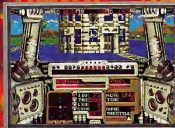


# RDF

## GLOBAL CONFLICT

ABSOLUTE  
TANK SIMULATION  
1 PLAYER  
AVAILABLE MARCH

SEGA CD  
PREVIEW



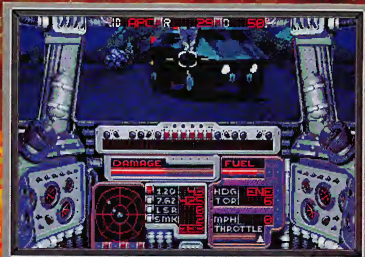
Absolute's latest tank sim is RDF for the Sega CD, and I would have to say, it looks like it'll be one of the best games in its genre. RDF is an intense seat-of-your-pants combat experience.

From the cockpit perspective you get an excellent sense of dimension, meaning it's easy to judge how far away another vehicle is when you shoot it. Since your tank is not very quick and agile, you will often find yourself trading blows with the enemy. Your armor is pretty strong though, so that's not a problem against a single enemy. But you'll find that the bad guys quickly multiply in each subsequent level (15 levels in all). As you get deeper into the game, it becomes incredibly difficult to survive the massive barrage of guns blazing your way. When you get low on fuel or your damage meter gets too high, you can destroy a supply truck to replenish yourself.

You have to be strategic with your attack plan, because the supply trucks are few and far between. If, for example, you replenish your fuel supply too soon, you may run out of gas before you intercept all your targets. If you repair the damage to your tank too early, you won't be able to take as many hits and you won't get very far in the game. RDF rewards patience.

If you're a fan of tank sims or just looking for a good game that combines strategy with shooting skill, give RDF a try. It was a great experience for me.

-K.LEE







# Dungeon Explorer

SEGA  
TOP-VIEW ADVENTURE  
2+ PLAYERS  
AVAILABLE NOW



Dust off your swords, shields, and TurboGrax-16 controllers...PSYCH! Dungeon Explorer is similar to the action/adventure maze masher you remember from the heyday (it there ever was one) of the TG-16, but this time it's on the Sega CD. This edition is still overhead-view, but it leans much heavier on Gauntlet-style action than on RPG and dialogue.

Dungeon Explorer's game play has changed, and some might think it's a turn for the worse. Instead of enhancing the RPG elements, Hudson Soft removed them almost altogether. This game is like a hyperkinetic Gauntlet, with lots of exploring and monster lighting.

Two or more players simultaneously choose from several medieval character classes, such as knights, wizards, monks, and elves. Then it's off to delve into dark, dank, multi-level dungeons which are constructed very similarly to the mazes in Gauntlet. Monster generators must be destroyed, traps sprung, keys procured, and all manner of potions imbued if you wanna get out alive. If you make it, there's also a massive countryside to explore complete with towns and shops.

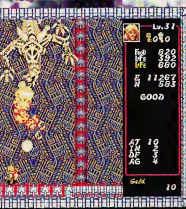
The controls and movement are even like Gauntlet. Your hero can move and shoot in eight directions, and there's definite strategy in aiming your shots, luring the thick-skulled monsters in certain directions, and wiping out the generators. Unlike Gauntlet, you can develop your character with experience points and new weapons, and you can save the stats to battery.

Dungeon's graphics are generally unremarkable but adequate. The dungeons tend to be depicted in single-color themes, but hey, Gauntlet is a mid-80's game and Dungeon Explorer's graphics certainly aren't better than Gauntlet. Except, of course, when you're treated to a full-screen cinema upon entering a new dungeon.

While the art isn't too outstanding, the animation is surprisingly good. The small sprites move fluidly with more than enough frames. You'll like the little beacons, until they start pounding you over the head with their clubs.

Explorer's CD music is quite good. It's sharp and crisp enough to bring out the wanderlust in anyone. The sound affects are okay, but the voice could have been a lot clearer. In the paraphrased words of Gauntlet, "Dungeon Explorer needs higher sampling rate, badly!"

If you want a CD-size Gauntlet, or if you liked the TG-16 version and don't mind a few changes, Dungeon Explorer is worth a play. If you're unfamiliar with the above titles, consider this one a large, playable, somewhat fun, fairly repetitive, and unspectacular time killer for your Sega CD.—Slasher Quan





# LORDS OF THUNDER

I am a die-hard shooter fan, and one of the finest games in the genre was the TurboGrafx-16 Super CD's *Lords of Thunder*. Featuring an original concept and theme, amazing parallax, art, control and some of the best music ever heard in a video game, it quickly won a spot as one of my favorite games of all time. When I heard a Sega-CD version was to be released, naturally I jumped at the chance to review it.

The storyline is rather mundane, but some country called Mistral is being invaded by the evil High Priest Sorbul, and as Duran, the last descendant of Drak, you must defeat him. Fortunately, Drak's armors - those of Fire, Wind, Earth or Water - are available for your use. Just one question... why change such a neat name like Landis (the TG-16 version) to a truity one like Duran?

There are a total of seven stages in *Lords*, each grouped by element. Depending on which stage you enter, a different armor should be equipped: For example, if you enter the fire stage, Llamarada, it would behoove you to equip the Water Armor. Likewise, the Earth armor would make the most sense for the wind stage, Cielom. Before you enter each stage, you're greeted by a hyper-breathy shopkeeping tart from whom you can purchase any of the myriad power-ups, such as extra life, bombs, shields, etc. with cash you've gained from other levels.

The shooting action itself is slightly easy on the normal level, but well-nigh impossible on the hard and basically of kill-yourself difficulty on the Super level. Any semi-

SEGA • CD  
SHOOTING  
1 PLAYER  
AVAILABLE MARCH





experienced shooting gamer could beat *Lords of Thunder* in a day, (on the Normal level, at least) but the ride is more than worth it. Not only is the game's concept highly uncommon (getting close to enemies allows you to attack with your sword, and your character can run along the ground it you so desire. Plus, each armor is totally unique in its attacks and bombs) but the truly batchin' part of LOT is in the presentation.

The graphics in *Thunder* are tantalously joy-speckled, with plenty of parallax and constantly changing scrolls. No level has the same scenery for more than three minutes. Unfortunately, some of the color has been lost in the transition from the TG-16's 128 colors to Sega's 64, and HAM has been used to compensate, but unfortunately the game always seems to be flickering minutely - a drawback of the hold-and-modify technique.

Now for the music. Ah, the music, what joy! Composed entirely of hard rock, *Thunder's* tunes are the perfect shooting score, and without doubt some of the best tunes to grace videogaming in quite a while. Sound effects are good, with many sampled shrieks of pain from the bosses and your character, as well as the aforementioned breathy samples of the shop chick.

All in all, *Lords of Thunder* is truly one of the best shooters ever, let alone on the Sega-CD. The near-perfect mixture of art, music and action will satisfy even the most demanding shooting break. -Nick Rox





# battle frenzy

DOMARK  
3D ACTION  
2 PLAYER  
AVAILABLE NOW

SEGA CD  
REVIEW

Why is it that all Doom clones range from mediocre to worse? Why can't these companies put a nickel in the Xerox machine and get it right? Domark's *Battle Frenzy* for the Sega CD (ported from the Genesis) is a standard 3D action/blaster with all the choppy animation, average graphics, bland enemies, and limited movement you'd expect from a weak Doom knockoff.

*Battle Frenzy* kicks off with a well-rendered cinematic intro detailing how the aliens took over the moon bases and now it's up to you to blow 'em away. The game play is decent, placing you in first-person mazes with straightforward exploring, item-searching, and shooting. From there it's basically all downhill.

The biggest problem is the pathetic control schematics. Released in 1993 for the PC (and more recently for the 32X), Doom proved how diverse and realistic 3D movement can be. The best part was being able to turn normally, strafe left and right, and/or dash fast. Obviously Domark hasn't been doing their homework for the past two years, because in *Battle Frenzy* you cannot strafe or dash. This eliminates almost all possible battle strategy and turns the combat into mindless shooting with no dodging. What a bore!

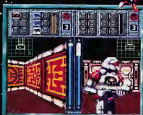
After you notice how limited the controls are, you notice the animation. Dr, you almost don't notice it. The screen chunks forward so annoyingly you'd think this was Doom on a 286/33 PC.

About the only saving grace is the music. It sounds like a 1982 Casio keyboard "best of" selection, but it's techno-lunky and I actually liked it! The same can't be said of the graphics. The game seems to have low-res, 16-color artwork. It could be worse, but not much.

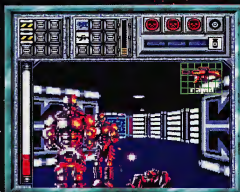
Finally, the game play itself is pretty repetitive. There are no surfaces or stairs to explore, just flat mazes. You enter a room, find a key, open the door, shoot some robots, the game slows down, the robots die, and then you do it all over again. Finally, you kill the boss (the same reactor, over and over again), then have an 80-second countdown to retrace your steps and exit the level before it self-destructs. Right around level two you'll have a case of *deja vu* so bad you'll need to dial 911 for an ambulance.

There's also a two-player versus mode. You go head-to-head in a split screen mode that'll give you a splitting headache, because with double the players on the screen, the game's about half the speed.

If you love 3D shooters and like to be generous with your praise about games you shouldn't have wasted money on, you would call *Battle Frenzy* average. If not, save your dough for both of the Sega CD games that are worth buying. Or just put it in the bank and pull it out this November and buy a Saturn. —Slasher Quan

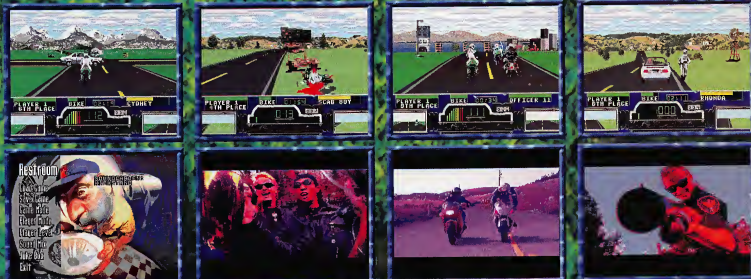


Two players can duel...but the screen is scrunched.





**Here's the infamous Capcom wrestler, Saturday Night Slam Masters. These graphics look mighty impressive for the Genesis. Let's hope the animation and gameplay match 'em.**



Wow! Road Rash CD has all the neat FMV attract screens from the 3DO game, plus many of the cool tunes from SoundGarden and Paw! Oh yeah, the game's real good too! We'll review it next month... I hope that guy's OK.

The amazing Genesis game due out in May, *Batman & Robin*, has been shrunk down to fit the Game Gear. If it's as good for the Game Gear as it is for the Genesis I'll be in handheld heaven... if there is such a place.





**GENESIS**



The first wave of Primal Rage ports are on the way! All of the versions pictured here are due out August 25th. The 3DO, Jaguar, 32X CD and Saturn versions will follow in mid November. Original source code developed for the arcade version is being used to create software for the home versions and will be re-worked to take advantage of each platform's strengths. The goal is to have all platforms look and play like the arcade. The home versions will utilize the same film footage and digitized characters used in the arcade versions.



**SNES**



**GAME GEAR**



**GAME BOY**



# Brandish

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Since the introduction of the now defunct Turbo Grafx's head bargin' mascot, Bonk, the whole prehistoric genre (besides Jurassic Park) has become nearly extinct. Why? I don't know... I'm just glad that it's back. Titus's much-anticipated prehistoric platformer, Prehistorik Man, is nearing completion and another great SNES game is on the way!

Our story unfolds as a herd of greedy dinosaurs sneak into the village where Prehistorik Man lives and steal all of the food the tribe has stockpiled for the long winter ahead. In a panic, the elder tribesman calls upon our hero to steal back the precious food. If he succeeds, he will be



# PREHISTORIK MAN

SNES  
PREVIEW

TITUS • 8 MEG • ACTION/PLATFORM  
1 PLAYER • AVAILABLE MAY





chosen to marry the scrumptious princess and inherit the throne. If he fails, everyone will starve, and he may end up on the barby, so let's get to it.

Prehistorik Man is as much an adventure as it is a platformer. Throughout the game you will meet fellow tribesmen, selected to aid you on your journey, like the blacksmith, hunter, elder, and your future wife... hopefully. They may have a weapon or vehicle to help you out, or simply some important instructions about the terrain or task ahead. The diversity in this game is unbelievable for the meg size.

In the area of play mechanics the game is rich as well, with many assorted vehicles and weapons to be used. You'll fly a hang glider, ride a unicycle, use a pogo stick, do some raftin',



PLACE CAPTION HERE!

some noddin' knockin' with your club, and use all kinds of weapons to down the many beasts in your path. You'll even use the wind in one of the many hollowed out tree scenarios.



You can also execute the patented Mario head bounce in this game. Like Mario World, when you hold down the button you project higher. This allows you to reach higher platforms for extra goodies like big burly burgers. Don't be afraid to swing that club around either, you may be surprised



PLACE CAPTION HERE!







at what you might find. If you find yourself in a particularly grim situation Prehistorik Man can let out a mighty cry that'll wipe out everything on screen. The animation as well as the sound that precedes is hilarious. This little character really knows how to steal the show.

In the area of graphics Titus has really done their homework. Somehow they've managed to pack the game with vast vertical and horizontal scrolling levels, mind blowing parallax, and huge multi jointed bosses, all on an 8-meg cart. I've seen 16-meg games that don't even come close to this game.

We'll have a lot more on Prehistorik Man in an upcoming review, but I can already tell you... this game's a winner.  
Mr. Goo



SNE'S  
REVIEW

ENIX • 12 MEG  
STRATEGY • 1 PLAYER  
AVAILABLE MARCH

One of the genres most overlooked in the American gaming industry is strategy. It's almost as if US software companies think all we play are licensed action/platformers, sports titles and fighters. Luckily, there are a few companies like Square and Enix that are "on our side," and although their releases may be few and far between, they are always of the highest quality... and *Ogre Battle* is no exception.

Programmed by tiny developer Quest, (whose only other game is the PC-Engine/TG-16's *Magical Chase*) *Ogre Battle: March of the Black Queen* is a masterpiece of game design. Never before has a fantasy strategy game been so... coherent. I'm not too fond of strategy titles, yet I consider *Ogre Battle* to be one of the ten best SNES games ever. Perhaps it's the game's gorgeous art and sound that did it for me; when I think of the strategy game I think of scary hex patterns, drab graphics and endless menus full of arcane commands. Although there are a fair amount of somewhat difficult-to-grasp commands here, most of the game is set up in RPG style.

Much of the game consists of liberating cities, which then serve as your bases. After liberating a city you draw a tarot card. In each turn of battle you must use one of these cards to attack, or defend. Some cards produce amazing warping, transparent, color-cycling spells of power, while others heal or boost agility, strength or defense. The cards are also used to develop your character at the outset of the game, similar to *Ultima IV*: You are asked various questions, such as "You are drinking with friends the night before a battle. How much do you drink?" and "You are staring at a starry sky the night before a battle. What are you thinking of?" which determine your character's strengths and weaknesses.

The real strength of *Ogre Battle* is in its scrumptiously beautiful art and incredible classic tunes. In fact, some of the effects for tarot cards in this game have never been seen since, like the truly mind-blowing Sun card.

In a market starved of this type of title, Enix, one of my favorite software houses, comes through big time... they should be commended in the highest for deciding to release this fantastic cart in the US. Now all we need to the 24-Meg sequel, *Tactics Ogre*, which should be out in Japan this summer... I can't wait! Until then, however, *Ogre Battle* is here and it's finally in English. Any strategy or even RPG gamers simply cannot be complete without this cartridge of power. -N. Ross

# Ogre Battle





WHISPY WOODS

KRACKO



# KIRBY'S DREAM COURSE



The SNES is about to be the proud recipient of an excellent and fun new sports/action game, Nintendo style! Kirby's Dream Course is on the way, and it's like no golf game you've seen before.

In KDC (not to be confused with OKG) there are no golf clubs; you only control Kirby, and he's the ball! The control is responsive and unique. If you hit your shot on the ground, you can make Kirby spin sideways to avoid obstacles. If you launch an air shot, you can put topspin or backspin on Kirby.

You can also give him a boost by hitting the A button.

In each course, there are different enemies scattered around the playfield and each one contains a star or power-up. When all but one of the enemies have been hit, the last one will become the cup. Your main objectives in the one-player story mode are: 1) collect all the stars in each course; 2) complete all 8

courses; and 3) defeat King Dedede to win back all of the stolen stars and return them to Dream Land. (How cute...NDT!)

KDC really shines in the two-player mode. Players take turns hitting balls and compete for points. After playing all eight holes, the player with the best score becomes the winner. You can select from four standard courses and there are handicap settings to even things up.

In the bigger and more complex courses, not only do you have to avoid obstacles and collect stars, but you can: steal the other players' stars, bounce them over the edge, steal their power-ups, reverse the scoreboard, and do all kinds of other dastardly deeds to ruin their day. The possibilities are vast and the action is a blast. If you're trying to end a friendship, look no further than KDC!

KDC's colorful graphics and melodic tunes are up to Nintendo's high standards. This game is easy to learn and play, but difficult to truly master—that is usually the mark of a great game. I had an insane amount of fun playing Kirby's Dream Course.—K.LEE



NINTENDO • 8 MEG  
SPORTS/ACTION  
2 PLAYER  
AVAILABLE MARCH



GORDO

MR. SUNSHINE & MR. BRIGHT







# KIRBY'S AVALANCHE



NINTENDO • 8 MEG  
PUZZLE  
2 PLAYER  
AVAILABLE MARCH



Puzzler fans may remember the superb Dr. Robotnik's Mean Bean Machine for the Genesis. Now, Nintendo is bringing out Kirby's Avalanche, which is extremely similar to Robotnik because they're both based on the Japanese game Puyo-Puyo.

Everything from the Sega game is here. Same colored beans, same strategy. You must match four of the same colored jelly beans by stacking them next to each other. It's even possible to execute a huge chain reaction and send the beans to your enemy.

KA is a conceptually simple but highly addicting game, with a high degree of challenge. It's one of the most fun puzzle games ever. —K.LEE



# IZZY'S QUEST for the OLYMPIC RINGS



Izzy, the official mascot of the 1996 Atlanta summer Olympics, is getting his own game: *IZZY's Quest for the Olympic Rings*. In this action/platform hopfest, IZZY is on a quest to find all 5 Olympic Rings and prove himself worthy of competing in the Olympic Games. IZZY's a mazy platformer faced with power-up's, where you'll work your way through each level, trying to find the exit (which may require finding a certain item), bouncing on top of the bad guys' heads and locating useful items. As I played IZZY, it became obvious to me, with the cute main character and simple play mechanics, that this game is most likely targeted towards a younger age group. We will see if IZZY stands up to the test in an upcoming issue of Game Fan. Those kids are getting harder to please everyday! —K.LEE



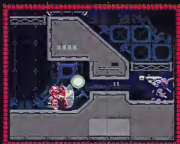
U.S. GOLD  
ACTION/PLATFORM • 16 MEG  
AVAILABLE APRIL







**LEVEL 1: RESCUE AT RHIS 5.** AGENT K. LEE, YOUR FIRST OBJECTIVE IS TO LOCATE AGENT MARISSA AND GET OUT AS FAST AS YOU CAN.



Although it's not an actual sequel, *Metal Warriors* for the SNES is extremely reminiscent of *Cybernator*. *Cybernator* is held in very high regard here at Game Fan, and it looks like *Metal Warriors* will live up to the legacy.

# METAL WARRIORS



When I first played *Metal Warriors*, I was immediately impressed by the excellent play control. The movement of each robot is very tight and refined. Additionally, the overall feeling of weightiness gives the player an uncanny sense of the size and bulk of these futuristic machines.

While we're on the subject of robots, there are six different "Battle Droids" in MW.

Not only that, but you can actually jump out of one Battle Droid and enter another one—very cool. The six robots add a great amount of diversity to the game.

Each Battle Droid has its various strengths and weaknesses. For example, you start out with a Battle Droid called Nitro, who has very balanced attributes. If, however, you come across the slow-moving Prometheus, you will be in control of a unit that has great weaponry and heavy armor, but suffers from a lack of mobility.

Throughout all nine levels, you will need to proceed both inside robots and on foot—this is the basis of MW's variety. There's also a cool two-player, split-screen mode, where you and a buddy choose your Battle Droid and go at it head to head.

MW's graphics are as futuristic, dark, cool, and killer as *Cybernator*'s. If not more so. It's as simple as this: *Metal Warriors* is great fun to play, either by yourself or with a friend. Then again, I've come to expect great things from the pros at Konami. With MW, they deliver.

- K.LEE

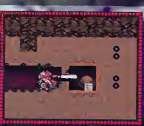
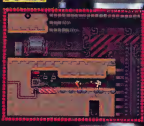
KONAMI • 16MEG  
ACTION/PLATFORM  
2 PLAYER  
AVAILABLE APRIL



**LEVEL 2: BOARDING PARTY.** THREE NITRO UNITS WILL BOARD THE SHIP AND CAPTURE ITS COMMAND BRIDGE. OUR MISSION TODAY IS TO CAPTURE INTRACT A FULLY LOADED RHIS SUPPLY SHIP.



**LEVEL 3: WAR ON THE ROCK.** THE BASE IS LOCATED ON A HEAVILY SHIELDED ASTEROID. LT. K. LEE'S GROUP WILL SECURE THE BASE AFTER THE SHIELDS ARE DOWN.

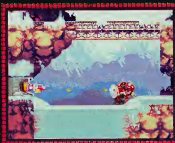
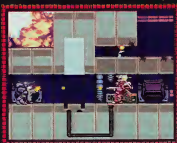




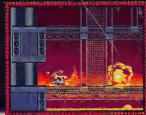
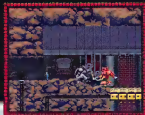
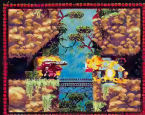
**LEVEL 4: SHIP DEFENSE.** OUR NITRO UNITS ARE BADLY IN NEED OF RESTS AND REPAIRS. I WANT TO USE THE TWO CAPTURED PROMETHEUS UNITS TO STRENGTHEN OUR DEFENSES.



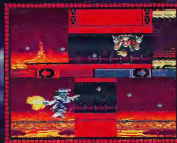
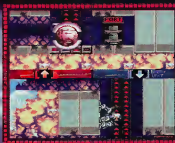
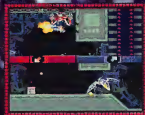
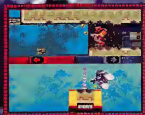
**LEVEL 5: FRONTAL ASSAULT.** K. LEE'S GROUP WILL ENTER THE ATMOSPHERE IN A LOW LEVEL APPROACH. TARGET IS THE HUGE GROUND DEFENSE CANNON IN KETCHIKAN, ALASKA.



CAPTAIN K. LEE, THE UNITED EARTH GOVERNMENT IS STILL UNDER ATTACK BY THE EVIL FORCES OF THE DARK RHIS. IT IS NOW UP TO YOU TO VANQUISH THEIR COMMANDER, VENKOR AMON. FROM HERE ON OUT, YOU'RE ON YOUR OWN.



USE THIS OPPORTUNITY TO SHARPEN YOUR SKILLS IN THE TRAINING MODE. HOW WELL YOU FAIR AGAINST YOUR FELLOW OFFICER MAY DETERMINE THE OUTCOME OF THIS BLOODY 3 YEAR WAR.







NAMCO/VISUAL CONCEPTS  
24 MEG  
FIGHTING  
2 PLAYER  
AVAILABLE JUNE 21



Ready for a fighting game that features completely original special techniques, a new and unique system of fatalities, no dragon punches, the largest 16-bit fight game sprites ever, and a new genre? Namco's barbarian battler WeaponLord might be the answer to the fighting game innovation malaise. Sure games like Killer Instinct have ground-breaking graphics styles...but when was the last time you pulled off an incredible combo, did a bad-ass move, or executed a complex strategy and thought it was original and not

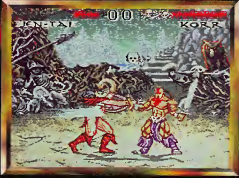
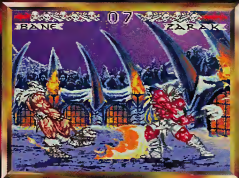
a rip-off of Street Fighter or Mortal Kombat?

WeaponLord's prime cutting-edge innovation is its combat system. The warriors all use massive medieval weapons, such as a Stone Warhammer, a Bastard Sword, or an Ivory Axe. All the moves and techniques are weapon-based, and revolve around a weapon-to-weapon fighting style that resembles real-life swordplay!

Imagine holding a sword and engaging an enemy in battle. You both start swinging your weapons, and the swords collide. What happens? This is the basis for WeaponLord's game play. There are moves you can use to deflect an enemy's weapon, knocking their blade away and causing them to recoil. There are moves which can drop an enemy's normal block, exposing them to attack. Of course, they could use an aggressive Thrust Block, which is a new way to block that can reverse many moves that a normal block can't stop.

Each character has around ten special techniques, and taking into account the complex weapon system, WeaponLord should require a lot more learning and skill development than most other recent fighting games. The moves are also executed somewhat differently than other games. There are many "hold-down" moves, where you hold a button and then do a motion, such as an "over-the-top" from back to forward.

Combos are a major factor in WeaponLord. Street Fighter-style two-in-ones form the basis for many combos, but moves such as Double-Overs add technique to the combo system. The designers have promised to make sure there are no per-



JEN-TAI

ZORN

ZARAK

DIVADA





# DEATH COMBO!

petual combos, or combos that take off too much life. In fact, there are two life bars per round to allow for heavier damage!

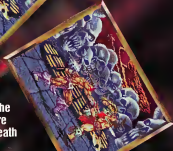
The cast of characters features seven brutish barbarians who are all finalists in a grand tournament held by Zarak, the DemonLord. A prophecy has foretold that a child born under the Warrior's Moon will rise and slay the DemonLord, thus becoming the mighty WeaponLord. No coward, Zarak is an evil but honorable tyrant who lives by a strict Warrior's Code. He is holding the tournament so he can find this WeaponLord and meet his destiny!

Here's a look at the characters. Korr is an unlabeled barbarian of the Tarok tribe, and considered the forefront hero. Zorn is a warrior/vhiet who uses a wicked axe. Jen-Tai is an incredibly buffed and powerful female barbarian, taller than everyone else except the DemonLord. Talazia is a female jungle warrior with deadly avian grace. Divada is an evil sorceress whose hunger for power is unmatched. Finally, Bane is the strongest of all the tighters, a hulk of a man whose face is hidden by a wolf's mask.

On the gore side, WeaponLord could be as violent as MK II. The blood gushed red in the preview version we saw, and there were plans for a full-on Death Blow system. There was also talk of Death Combos, but how these might be executed was a secret.

WL's features include several play modes. The Story Mode offers possibly the most plot ever in a fight game, with many cinematics per character and surprise/secret endings. The Versus mode is much like SF II, but Namco is trying to sign on full X-Band support so players across the country can challenge each other one-on-one over the phone lines.

Designers James Goddard and David Winstead (two former SF II series designers for Capcom) are working with developer Visual Concepts, so expect no less than the best. WeaponLord is definitely being aimed at expert players; we'll have to wait to see if it makes the cut. —Slasher Quan



# BOOGERMAN

## A PICK AND FLICK ADVENTURE



INTERPLAY • 24 MEG  
ACTION/PLATFORM • 1 PLAYER  
AVAILABLE 2ND QUARTER



He's a would-be superhero. He wears a goofy cape. He's got a big chin. At first I thought Kid Fan was starring in his own video game, but no, it's nothing that exciting. It's just good ol' Boogerman, getting ported over from Genesis to SNES.

Boogerman: A Pick and Flick Adventure features more jokes about bodily functions than Dumb and Dumber. Belching, drainage-tossing Snotty Ragsdale (Boogerman himself) is off on a multi-level platform adventure to Dimension X-Cremment. He defeats his enemies by hopping, bopping, burping, and snorting.

Although the game play seems pretty standard in this side-view scroller, the animation is exceptionally smooth for a SNES game. Booger's a likable little chump with his whirling, posing, and finger pointing. You wonder if he has his own dog pound.

The areas are far-fetched and funny. Slime-covered smiling trees, random eyeballs, and bosses such as a gap-toothed red neck named Hick Boy provide the sights and snots. If nothing else, Boogerman's stand-still animation will keep you entertained. Ever had a unger stuck to your finger?

In the grand cosmos of heavy role-playing games, bloody fighters, and bone-crunching sports games, Boogerman is all about the simple things. He just wants a fun platform game, and of course, an answer to that great mystery of life: "What's green and goes back-wards?" Snort!!! -Slasher Quan



YOU CAN PICK YOUR FRIENDS AND YOU CAN PICK YOUR NOSE, BUT BOOGERMAN EATS THEM!





**"I WILL PUMMEL YOU AND PUMP YOU  
FULL OF LEAD. SIZZLE CHEST!"**

**"TAKE THAT, FRUITY PANTS!"**

# TRUE LIES

When a movie is made into a video game, often the results are dismal at best. Imagine my surprise when I played True Lies for the SNES and discovered it wasn't a run-of-the-mill, boring movie game. Overall it's a fairly solid overhead action test, but

blatant sound and a way-too-high level of difficulty stop it from being the ultra pumped-up game it could have been.

What I found refreshing about True Lies is how it concentrates on the most memorable parts of the movie, and replicates each key scene as a level in the game. Do you remember the beginning of the movie when Arnold had to sneak into a room and attach a modem to a computer? The first level is based on that entire scenario. Another level takes place in a mall and ends with a big shootout against Aziz's henchmen in the bathroom...sound familiar?

The perspective is an overhead 3/4 view, similar to Smash T.V. or Zelda. Personally, I am a big fan of this bird's-eye view, and the graphics were pretty good. Additionally, the short and stubby characters work very well in the 3/4 view game environment. Each level is a maze and certain items/tasks must be found/done before you can get to the end of that level. So far, so good.

The music and sound effects, however, were extraordinarily unextraordinary. The average tunes in TL neither offend nor allure. The sound FX of bullets flying, grenades exploding, etc. are pretty much standard fare as well.

To me, the game's biggest downfall is the difficulty. When you see a potentially harmful object fly your way, you simply press the dive button

to roll away to safety. Simple, that is, until you get to the later levels where the screen becomes littered with bullets, and basic survival is a laughable exercise of utility. Even though TL has a password feature, this game is hard.

While I liked the amount of blood in the game and the fact that True Lies stuck to the movie's plot, the difficulty detracted from the overall experience. True Lies is a game you might like if you don't toss it out the window in frustration first. —K.LEE



**ACCLAIM • 16 MEG  
ACTION • 1 PLAYER  
AVAILABLE SEPTEMBER**



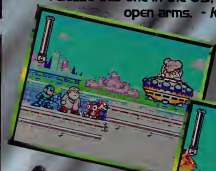
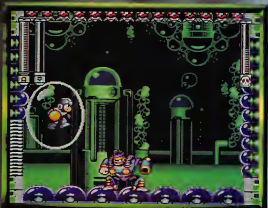
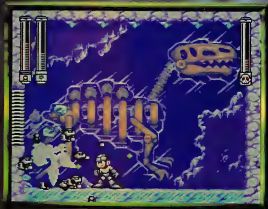


# MEGA MAN VII

## SPECIAL SNEAK PREVIEW!

CAPCOM • 16MEG  
ACTION/PLATFORM  
1 PLAYER  
AVAILABLE TBA

Remember the magic of the 8-Bit NES Mega Man games? Those were the good ol' days, weren't they? Even if all you SNES owners have never played a Mega Man title before, you may soon get a chance to see what all the hype was about. How is that possible? Capcom is releasing Mega Man VII in Japan this month. Unlike Mega Man X and X2, Mega Man VII is based on the classic 8-Bit games. From the end level bosses to the titanium hero himself, Capcom saw fit to retain the original look of Mega Man and keep his enviable lineage intact. After playing an early version of the game, I can easily say that MMVII has the potential to become the best game in the series. At this time, it is not known if and when Capcom USA will be releasing MMVII in our neck of the woods. One thing, however, is for sure.... if the decision is made to release this one in the US, it will be received with open arms. - KLEE



FREEZE MAN



BURN MAN



CLOUD MAN



JUNK MAN



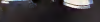
SHADE MAN



SLASH MAN



SPRING MAN



TURBO MAN



BASS

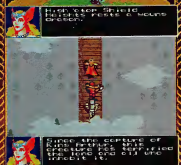
TREBLE



The masters of the RPG genre are about to release yet another, King Arthur & the Knights of Justice, based on last year's Saturday morning cartoon series. Expect this one to be a little different, as Enix of America is overseeing all areas of the development. With the successes of Illusion of Gaia, Final Fantasy III, Breath of Fire, and hopefully King Arthur, it seems as if RPG's could be making a comeback in the US... I sure hope so!

The story is a twist on the legend of King Arthur and the Knights of the Round Table. Morgana has imprisoned King Arthur and his Knights in the Cave of Glass, and her warlords control all the lands of England except for the legendary castle of Camelot. There, Merlin, the wizard of King Arthur's court, with the help of the Lady of the Table, must travel thru time to find new Knights that will fight the battle against Morgana's evil warlords and free King Arthur and his Knights.

The game is still early (it's about 70% complete), and is expected sometime in early summer. King Arthur & the Knights of Justice has a ways to go, but I'm sure Enix will continue the tradition that has made them a leader in the RPG field. -Kid Fan



SNES PREVIEW

ENIX • 20 MEG  
ADVENTURE/RPG  
1 PLAYER  
AVAILABLE JUNE



ENTER THE GAMEFAN SUPER GAME BOY GIVEAWAY!

THE SUPER GAME BOY GRAND PRIZE WINNER

(1 WINNER PER AGE GROUP)

- SUPER NES DONKEY KONG COUNTRY SET, SUPER GAME BOY, AND A DONKEY KONG LAND CARTRIDGE!

THE SUPER GAME BOY FIRST PRIZE (5 WINNERS)

- SUPER GAME BOY, AND A DONKEY KONG LAND CARTRIDGE!

THE SUPER GAME BOY SECOND PRIZE (10 WINNERS)

- SUPER GAME BOY!

- ALL WINNERS WILL ALSO RECEIVE A 1 YEAR SUBSCRIPTION TO GAMEFAN!



GRAND PRIZE!



**HOW TO ENTER**  
LIGHTS, CAMERA, COLOR!  
HEY, YOU WANNA WIN SOME FREE STUFF? IT'S EASY! JUST PICK YOUR FAVORITE GAME BOY CHARACTER AND COLOR HIM, SHE, (OR IT), AND THEN SEND IT IN. WE'LL PICK THE WINNERS FROM EACH AGE GROUP AND RUN YOUR WINNING DRAWINGS IN GAMEFAN, NEXT TO LOOKS LIKE COLORED ON THE SUPER GAME BOY. THAT'S ALL THERE IS TO IT! SO WHADAYA WAITING FOR? GO COLOR!

FIRST PRIZE!



SECOND PRIZE!



**HOW TO WIN! (A BUNCH OF LEGAL STUFF)**

ENTER THE CONTEST BY SENDING IN YOUR DRAWING FOR THE SUPER GAME BOY CONTEST. EACH OF THE WINNERS WILL BE CHOSEN IN EACH OF THE FOUR DIFFERENT AGE GROUPS: UNDER 8, 8-12, 13-18 AND 19 & OVER. SEND YOUR DRAWING TO: SUPER GAME BOY CONTEST, C/O GAMEFAN MAGAZINE, 5137 CLARETON DRIVE, SUITE 210, AGOURA HILLS, CA 91301. ALL WINNERS WILL BE NOTIFIED BY MAIL. ALL ENTRIES MUST BE SUBMITTED ON PLAIN WHITE PAPER. NO LINED PAPER OR POSTCARDS WILL BE ACCEPTED. EACH ENTRY MUST HAVE YOUR NAME AND ADDRESS DIRECTLY ON THE SUBMITTED ARTWORK. MULTIPLE ENTRIES ACCEPTED BUT EACH MUST BE SENT IN SEPARATELY. THE DEADLINE FOR ALL ENTRIES IS APRIL 30TH 1995, AND ALL ENTRIES MUST BE RECEIVED BY THIS DATE TO BE ELIGIBLE. DIEHARD GAMEFAN AND NINTENDO OF AMERICA AND THEIR AFFILIATES ARE NOT RESPONSIBLE FOR LATE OR LOST MAIL. EMPLOYEES OF GAMEFAN MAGAZINE, NINTENDO OF AMERICA AND THEIR SUBSIDIARIES AND AFFILIATES ARE NOT ELIGIBLE. NINETEEN (19) WINNERS SHALL BE SELECTED BY THE GAMEFAN JUDGES, WHO SHALL HAVE COMPLETE AND SOLE DISCRETION IN SELECTING WINNERS. ALL DECISIONS ARE FINAL. ALL TAXES ON PRIZES ARE THE SOLE RESPONSIBILITY OF THE WINNERS. WINNERS RELEASE GAMEFAN MAGAZINE AND NINTENDO OF AMERICA AND THEIR SUBSIDIARIES AND AFFILIATES IN ALL MATTERS RELATING TO THE USE OF PRIZES. NO SUBSTITUTION OF PRIZES OR PROMOTIONAL PURPOSES WITHOUT ADDITIONAL COMPENSATION. WINNERS GRANT PERMISSION TO USE THEIR NAMES, ADDRESSES, AND PHOTO'S FOR ADVERTISING OR PROMOTIONAL PURPOSES WITHOUT ADDITIONAL COMPENSATION. CONTEST VOID WHERE PROHIBITED BY LAW, AND OTHERWISE GOVERNED BY CALIFORNIA LAW. ©1995 NINTENDO OF AMERICA, INC. SUPER GAME BOY, GAME BOY, DONKEY KONG LAND ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. ALL RIGHTS RESERVED. NINTENDO AND SUPER NES ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC.



SATURN • 32-X • JAGUAR • 3D0 • ULTRA 64 • PLAYSTATION • PC/FX • NEO GEO

# GAMEFAN



**TEMPO, MUSICAL MASTER-PIECE OR THE POSTER BOY FOR EARPLUGS?**

**MORE 3D FOR THE PLAYSTATION:  
KILEAK THE BLOOD  
SPACE GRIFFON VF9  
& CYBERSLED**

**FIRST LOOK:  
NAMCO'S TEKKEN:  
VF2 CLONE OR A GAME OF  
IT'S OWN?**

**JAGUAR UPDATE:  
ULTRA VORTEX**

**EXCLUSIVE PREVIEW:  
ANY CHANNEL'S PO'ed:  
SMELL THE 3D**

**PLUS:  
IMMERCENARY  
FLASHBACK  
VIRTUOSO  
COSMIC RACE  
AND DAYTONA**

**KNUCKLES ROCKS  
YOUR 32X  
IN CHAOTIX!**

At first, we thought we may have been a little premature with a full blown 32 & 64-bit magazine, but we've learned otherwise as both you and the manufacturers are all fired up about GF32.

The E3 show is approaching fast, where all the next generation hardware will debut, so we'll be begin covering more American product very soon. Companies are already calling us with dates and plans for coverage! The next generation gaming scene is definitely gaining momentum...

While the Saturn has had somewhat of a gameless launch in Japan we have learned that this will not be the case when the system comes out here this Fall. Look for at least twenty games to surface within the first sixty days of the Saturn launch in the U.S., including some never before seen sports games, and other original titles that will be announced at the upcoming show. Even with the rather slow trickling of software in Japan the Saturn is still the number one selling "next generation" console there.

I'm sure that the upcoming releases of Daytona (April 1st), Shinobi (July), and Panzer Dragoon (March 10th), have a lot to do with the Saturn's success thus far. The current sales figures in Japan as of 2/19/95 are: Saturn- 500,000, PlayStation-300,000, 3DO-350,000, PC/FX-70,000, and Jaguar-2,000.

The most recent entry into the next generation console race is Nintendo's Ultra 64, which has now been officially confirmed for a Fall release. The graphics that we have seen actually running on U64 hardware are astounding and Shigeru Miyamoto has his hands in quite a few projects that will be announced at the upcoming show. The Ultra will most likely be launched simultaneously in the U.S. and Japan. The U.S. version will retail for 249.99 or less, with a pack in!

Sony is gearing up with a huge display planned for the show where they will show many powerful PS games, many of which you've seen recently right here, along with there many U.S. releases. Combining Sony's marketing power with their amazing hardware and

extensive number of quality titles, will undoubtedly change the face of gaming as we know it. Soon it'll be "the big three instead of the "big two".

Beside the powerful M2/Bulldog 64-bit Power PC upgrade coming later this year, the 300 Co. (who are enjoying big success overseas), has the FZ 10. The FZ has a new clamtop design, a new and improved controller, plus a new memory management feature which allows you to save your game at any time. Some Fall titles include Crystal Dynamics new Sports lineup, Primal Rage, Doom II, Killing Time, Wing Commander III, and Policenauts from Konami. I believe the 3DO is here to stay. My mail indicates strong user loyalty.

Things have been relatively quiet over at Atari (cue the crickets) as they ready their initial line of CD titles. It will be interesting to see how much of an impact they can have on the U.S. gaming scene. There's no doubt about it, if they've been waiting to release the big guns, it's now or never.

And last but not least by any stretch of the imagination, is Nintendo's Virtua Boy. Many are skeptical about this system's power, but after seeing Mario run on it, I can tell you first hand, this is quite an amazing piece of hardware. With the Virtua Boy, Nintendo is introducing true 3D gaming to the household for the very first time. Once it catches on, you can bet the price will drop and the technology will progress, as 8 and 16-bit did.

I cannot understand why everyone is doggin' this great new technology. Maybe they should do a little research before they put stuff in print for thousands to see. I'm really getting tired of all the inaccurate rumors floating around about the Ultra and VR Boy. This is Nintendo we're talking about. So, they passed on the whole CD thing back in '91. Who cares? It hasn't been all that great up to now anyway. Has anyone stopped to wonder that maybe they made the right decision? Well, it won't matter in a few months anyway. I just wish everyone would read GF so they'd really know what's going on. Oh well, you are! Enjoy GF32!

**"So, they passed on the whole CD thing back in '91. Who cares? It hasn't been all that great up to now anyway. Has anyone stopped to wonder that maybe they made the right decision?"**

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FAMILY FUN ARCADE



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PG. 78



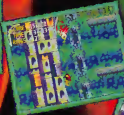
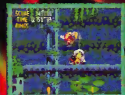
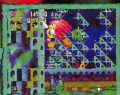
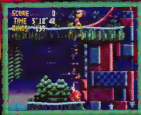
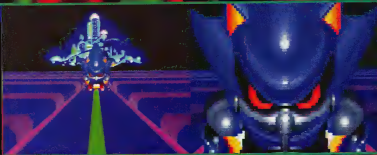
TEKKEN  
PG. 86



POed  
PG. 91

## PREVIEW

SEGA • ACTION/PLATFORM  
24 MEG • 1-2 PLAYER  
AVAILABLE MARCH



Last month when I previewed **Knuckles Chaotix**, I was playing an approximately 70% version of the game...I know, lucky me. Most of the graphics were in, but the game wasn't completely assembled. That was enough, however, to start what has now become an ear-to-ear smile. With this new 85% version, I am now aware that I am playing another one of those magic Sega



games. You know the kind, they come around a couple of times a year and no matter what else you're playing they seem to consume you, like the original Sonic and the import Sonic CD did.

**Knuckles Chaotix** is by far the most impressive 32X game that I have seen, and further proof that the system has incredible potential and can ultimately do great things.





That is, as long as it's in the hands of the top Japanese programmers. As you are most certainly aware, the 32X in the U.S. has become sort of the Sega CD, Part II...in that most of the third-party 32X games slated for US release are merely clones of either SNES or Genesis games with more color and (in some cases) upgrad-



ed sound. This will have to change for the system to take off, and Knuckles Chaotix is a good start.

Right off the bat you'll notice the splendid color. Those of you who have always wondered what a Sonic game would look like in thousands of colors will be astonished at the results, but that is not where the beauty ends. You will also find a truly vast amount of parallax, an amazing soundtrack that would make you get out of your car and dance in traffic, and most importantly some

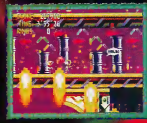
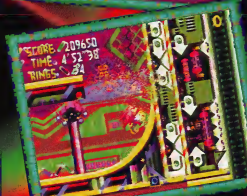
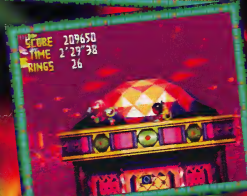
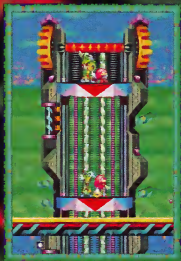


highly original game play.

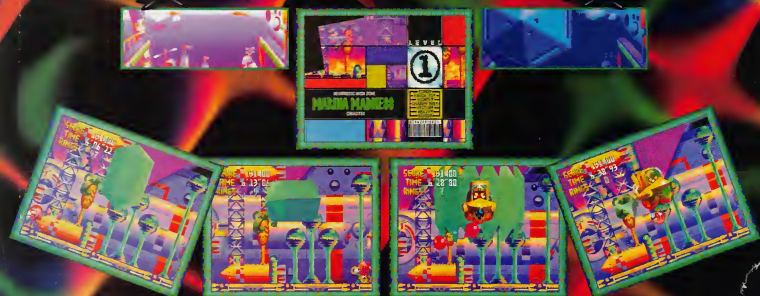
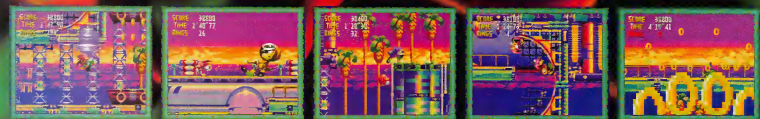
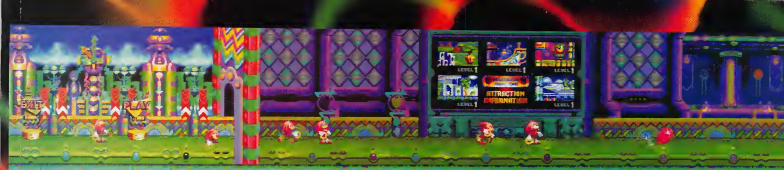
Being tethered to one of six mascots, any of which you can choose as your main character, makes for some of the most original game play in a platformer that I have ever experienced. Another gleaming aspect of this game is its length and nonlinear design. In previous Sonic or Knuckles games, once you arrived at a level you



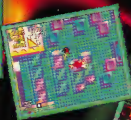
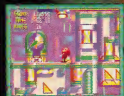
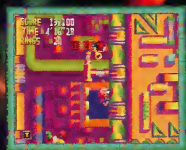
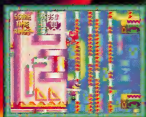
played all three stages in a row. In Chaotix, each time you complete a single stage you are transported back to the attraction area, where you can use the UFO catcher to change mascots.











Your next stage (of which there are now five in each level instead of three) is decided by chance, as you throw your body against a pin-ball bumper to stop the flashing level squares.

After the initial twenty five stages, things really heat up, but we'll save that for the review. As expected, the Sonic



tradition of impressive bonus areas is fully realized once again, except this time you're going for the Holy Ring (more on that next month).

So there you have it. Chaotix is one 32X game that will live up to the hype. I have a PlayStation and a Saturn sitting here, and neither of them have a game





**BONUS!**  
that can touch this...yet. Of course that's coming from someone who's had enough corridor games for a life time and lives and breathes platformers, so take that statement as you will. I'll be back with a review next issue. You think it'll be good? - E. Storm







# TEMPO



# GAMEFAN

## REVIEW

As painful as this may be, I must first tell you the story behind Tempo. Once a year, the Dance Master of Rythma holds a huge music festival filled with concerts and events. The highlight of the festival is the Major Minor Show, a dance contest (after all this is Rythma). The first prize is the Major Minor Trophy, the most coveted award in Rythma. The favorites to win the contest this year are Tempo and his girlfriend Katy....

32X • VGA • 24 MEG • 1 PLAYER • AVAIL. MARCH

Enter King Dirge, a last-minute entrant in the festivities who'll do anything to win that trophy. Knowing he has no chance against the fluid style of the amazing couple, he rounds up all the goons from his performance company, Mussi Productions, and places them on every stage. They will stop at nothing to knock Tempo and Katy out of the competition.

The fact that Tempo has four arms and is supposedly a bug is never brought into the story. I think the developers just kind of made it up as they went along, because Tempo is (to say the least) hyper weird.

Tempo is about, and relies on, music. But the music the developers have chosen is comprised of lunky beats and Hip Hop. Had it been Techno, or Rock, the game would have been a zillion times better.

The action in Tempo is pure platform. Tempo attacks by either running and sliding, throwing musical notes,



or head hopping. Hidden in each level are 'Dance' icons which, when discovered, cause Tempo to do a frantic little jig which produces a cocoon...and out springs Katy! With Katy you can stomp an enemy, and then she'll fly over and kick 'em. But most peculiar is that when she is absent, you get only one sound channel! So if you want to hear all the music you gotta have her in tow. Strange, don't ya think?

If not, here's something even more odd: grab a floating Shinobi Record and the background turns to happy grassy mountains while cows fly around the screen...to yodeling! If you don't believe me, check the screen shots.

At the end of the first three areas you'll meet one of Tempo's three big Claymation







bosses—a huge boot, boxing glove, or set of headphones. While these monsters are impressive graphically, they make little sense and don't match the game at all, which is made up of conventional bittmapped images. For some odd reason the later bosses are almost embarrassingly traditional small sprites, including the last boss who is most unspectacular.

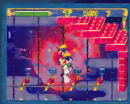
The 32X hardware comes into play with the Claymation as well as in the backgrounds which feature huge bouncing buildings and lots of floating sprites. Tempo himself is animated beautifully, and his rotation



is silky smooth. The foregrounds, however, are pure Genesis.

In the area of game play Tempo is very fun. The levels are vast, non-repetitive, and full of surprises. The control is also dead on. I found the music good at times, but overall only average. The nifty samples that belch out when you hit an enemy, however, are very cool.

In the end, games like Batman & Robin and Gunstar Heroes on the Genesis outdo Tempo in every category.



TEMPO'S IN THE HOUSE!





from music to special effects. Tempo is still a worthwhile game, albeit not 32-bit. The 32X is used to enhance this platformer; Tempo isn't taxing the hardware in any way, shape, or form. If Sega is aiming Tempo at the young ones it hits the target, but platform aficionados may find Tempo more of a pleasant surprise while waiting for a little Chaotix.—Takahara



MOVE OVER PAL!

HEY BABY...

LOOK!  
I'M  
SUPER  
TEMPO!

IF WE KNOCK OUT  
THESE GOONS...

I CAN SWIM IN THE TOILET!



# BRUTAL UNLEASHED

Above The Claw

KARATE MAN  
REVIEW



PSYCHO KITTY

GAMETEK • 32 MEG  
FIGHTING • 2 PLAYER  
AVAILABLE MARCH



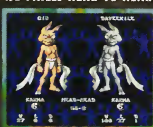
BATTLE MODE



MASTER THE MOVES!



NO FRILLS HEAD TO HEAD



THE FINAL CONFLICT?



BATTLE STATS!



KARATE CROC

Take all the furry fury and fun of Brutal and turn up the color, animation, and techno, and you've got Brutal Unleashed: Above the Claw.

Besides having 256 colors, more animation, and backgrounds



CHUNG POE

that make you want to throw down a towel and take a nap. Totally Brutal has four great new characters not counting the Dali Llama who you can now control.

Speaking of the control, the moves are now executed more like



DALI LLAMA

SF II and less like MK, as found in the first Brutal. They are still mixed nicely and are not by any means clones, but come out faster and easier than before. The control was my only complaint with the first installment so I'm glad to see that changes have been made.







IVAN THE BEAR

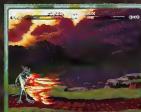
It's not very often that designers listen to their critics. Once you dive into the many optional play choices in Brutal, three types of games unfold. You can play no-frills head to head against a friend and access all of the moves. This is the best



TAI CHEETAN

Brutal in my opinion because this is the only place I found a suitable challenge. I use Dhali Llama and against the computer I wreak havoc.

Playing the story mode in Brutal can be done in many ways. You



KENDO COVOTE

can take a strong character (Ivan the Bear), or a fast character (the Dhali Llama), and just blast through the game. Or you can go for a mightier challenge and train a weaker character. In story mode you acquire your moves as you win battles. With a weaker character,



RHEI RAT

this can seem difficult at first. If your goal is to beat Brutal quickly, choose the Dhali Llama and use hard punches and kicks to win until you earn your Smoke attack. It's all downhill from there.

In the Battle mode, two players choose characters on fourteen



FOX ROXY

island locations and go to battle for island domination. To say the least, Above the Claw will keep you busy for hours.

All three of the new characters in Brutal are as good as, if not better than, the originals. Karate Croc has some lightning fast air





PRINCE LEON OF KENWA

moves, Psycho Kitty is a ground spinning terror, and Poe can disappear, open up the background, and knock you on the noggin'.

Graphically, Brutal: ATC delivers a knock-out punch with stunning colors, great animation, and detailed art. GameTek has also seen to



PANTHA

it that 32X owners get a little dose of the old techno. Whether it fits or not, it's techno, so no complaints.

One of the best things about Brutal is that anyone can play it. In fact, I'm sure this is a main attraction for many of the game's



KUNG FU BUNNY

fans. You don't have to be a combo king or study fatalities to have fun. Brutal may not win over the seasoned SF II or MK pro, but as an alternative to those more violent games it offers a formidable challenge, with style.—Takahara







If there is one word to describe Sega's After Burner for the 32X, it's "exact." This game is virtually a carbon copy of the famous coin-op shooter of old. The plot is simple, you have a jet, and they have many jets. You have a limited number of heat seekers and an unlimited supply of machine gun rounds. They have no continues, you have six. Don't bother looking for the quarter slot, just sit back and enjoy a shooting legend (if you so desire).

It's funny how After Burner took seven years to finally make the jump to home console, fully intact. Very soon, that will happen almost simultaneously. It's high time Sega ported Galaxy Force, Stadium Cross, Power Drift, Golden Axe-Revenge of Death Adder, Spiderman, Outrunners, Super Monaco, Super Hang-On, and Arabian Fight, doncha think? That would sure help boost the 32X. I don't know a single person who would pass on a perfect version of any of those, but I know many who will pass on this elderly shooter. I wonder who makes those types of decisions over at Sega? The bottom line?, owning this game is like owning the coin-op, so if that's what you want, this is the stuff.

- Takahara



# AFTER BURNER



SEGA • 16MEG  
ARCADE  
1 PLAYER  
AVAILABLE NOW



MISSION COMPLETE!



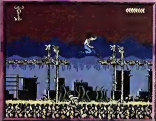
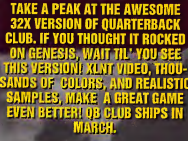
YOU WANTED IT, YOU GOT IT! 32X PREVIEWS, RIGHT HERE, RIGHT NOW, EVERY MONTH.



HERE'S RBI '95\* FOR THE 32X. THIS 24 MEG CART FEATURES THE MLBPA '94 PLAYERS AND STATS, LIVE ACTION VIDEO, AND A FULL 162 GAME SEASON! LOOK FOR IT THIS MAY AND MAKE YOUR OWN SEASON! SPRITES CAN'T GO ON STRIKE!



WOW, ALONE IN THE DARK LOOKS AWESOME ON 32X! HEY, IT'S INTERPLAY, WHADDAYA THINK, THEY'RE GONNA STUFF 'EM, NO WAY! THIS POWER IS COMING SOON!

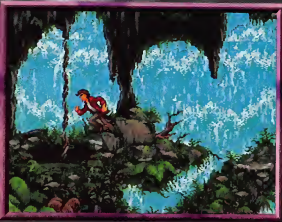


TAKE A PEAK AT THE AWESOME 32X VERSION OF QUARTERBACK CLUB. IF YOU THOUGHT IT ROCKED ON GENESIS, WAIT TIL YOU SEE THIS VERSION! XLNT VIDEO, THOUSANDS OF COLORS, AND REALISTIC SAMPLES, MAKE A GREAT GAME EVEN BETTER! QB CLUB SHIPS IN MARCH.

# PITFALL

THE GAME THAT EVERYONE IS TALKING ABOUT FOR THE SNES, GENESIS, AND SEGA CD, IS NOW BEING PORTED TO THE 32X. ACTIVISION'S MASSIVELY ANIMATED ADVENTURE CLASSIC, PITFALL, THE

MAYAN ADVENTURE. WILL IT BE EVEN SMOOTHER?, AND SOUND EVEN BETTER? FIND OUT WHEN IT HITS THE SHELVES THIS SPRING!



SEGA USERS THAT MISSED THIS AWESOME ADVENTURE, CAN NOW ENJOY IT IN FULL 32X COLOR! BLACKTHORNE IS COMING THIS SUMMER!

U R Lance



U go to the



2 fix a-



U find  
that the



is going 2



U run from  
Fritz

destroy  
the



and b-come  
the

HERO



get

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13**

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# E. STORM'S SATURN PREVIEWS



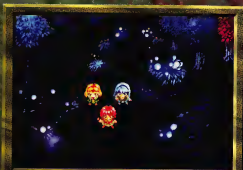
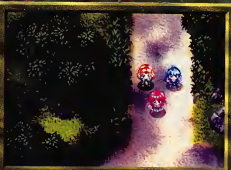
Data East's Saturn bound, Suikoden, a six button fighter with silly smooth zooming effects is in Japanese arcades now. The game is based on Chinese history and plays much like SF2.



Here's the latest Daytona shots. At 60%, the game is really starting to take shape, however, the bliss of the coin-op is still not exhibited. The release date for the game and the amazing racing controller is set for April 1st.



Set up similar to Square's Secret of Mana, Magic Knight Rayearth is looking extremely promising. It's due out this May in Japan but with these characters, Sega of America may pass, (as usual) let's hope they don't. It's time for SOA to wake up and smell the RPG's.



Sega's first 3D corridor entry for the Saturn, Deadlus, (Mar. 24th) looks like it may give the PlayStation a run for it's money after all. Not a 3D machine? I don't think so!





Here are the initial CG character renderings for Steamgear Mash. We'll keep you up to date on the game's progress.

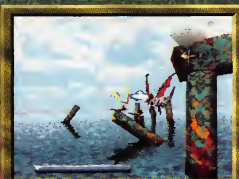


Look, shooters! Taito's Darius Gaiden, Konami's Gokujo Parodius and Success' Guardian Force, are all Saturn bound this Fall!



Here's our last preview on what is sure to be the greatest home shooter created to date, Panzer Dragoon.

Next month, I'll not only have a review, but an interview with the developers as well! It's games like this that truly represent the next level. The action here isn't on tracks, has super real animation, and four shooting points of view. Panzer will undoubtedly be a launch title when the Saturn washes up on our shores this September! Panzer flies home on March 10th, in Japan.



I have been assigned the task of previewing another amazing PlayStation game—I have such a tough life! The PS is regarded by many a developer as the clear leader in the realm of 3D gaming, and Kileak The Blood is a testament to that fact. At first glance you may think, "Great, another 'Doom clone,'" but this is not the case with Kileak.

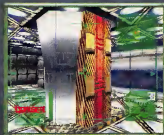
Kileak is more along the lines of Synergy's Tetsujin for the 3DO. In Tetsujin you made your way up a huge tower with the finale taking place on the Penthouse level. In Kileak you infiltrate an underground fortress and make your decent down. This underground environment becomes a big part of the challenge, as your assault suit has a limited energy supply. The first thing you must do before tackling a floor is locate the energy regeneration tank. Otherwise, you will gradually slow down, ultimately run out of energy, and die.

# KILEAK

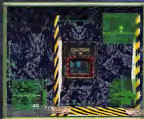
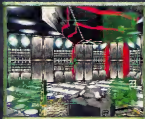
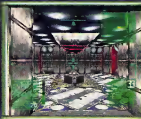
**GAME FAN**  
PREVIEW  
SONY MUSIC ENTERTAINMENT  
3D ACTION • 1 PLAYER  
AVAILABLE NOW JAPAN

## The Blood

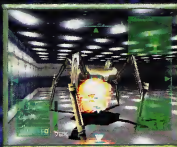
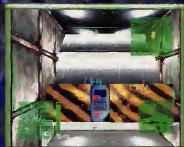
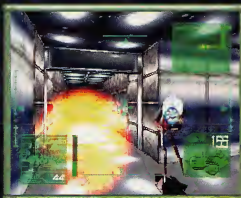
Besides the energy supply hazard, there are assorted enemies and obstacles on each level. Each one possesses different methods of attack which you must adjust to and overcome. Even if you can leave, via the elevator, it is better to rejuvenate and seek out new weapons. This isn't always easy, but in the end an impressive stockpile of weapons will really save your butt. This makes it



necessary to leave no section unexplored. So, there are many aspects to this well-rounded game. Shooting and puzzle solving are blended perfectly, creating an adventure that is nearly impossible to stop playing if you are a fan of the category.



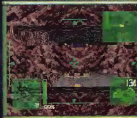
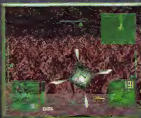
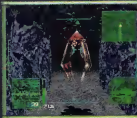
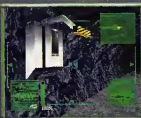
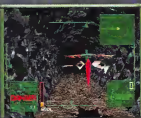




Graphically, Kileak is yet another step into "the next generation." I say that because there is nothing that compares to it, and Kileak is the best yet in its genre. The corridors roll along silky smooth, and there is little-to-no pixelation or haze. You can look and shoot up, down, left, or right while moving, and the environment never even clicks off a moment of pause or break-up...the graphics are totally seamless.

The intermissions are equally impressive. During these super-fast, cinema-like CG-FMV sequences, there is no stopping to access, and the picture is crystal clear.

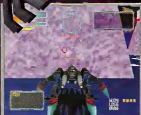
What more can I say? If you like 3D, when this game comes to the states later this year (Kileak will undoubtedly be a launch title) grab it and hold on tight, you're in for one of many spectacular rides on the Sony PlayStation!—Takahara





# REVIEW CYBER SLED

**NAMCO  
PLAYSTATION  
COMBAT SHOOTER  
1-2 PLAYER  
AVAIL. NOW JAPAN**



**TEXTURED**

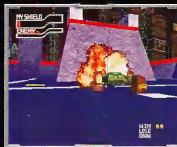


**NON-TEXTURED**

Here's one of the most highly-anticipated first-generation PlayStation titles, *Cyber Sled*. *Cyber Sled* has enjoyed much success in American arcades and will soon be followed by a phenomenal looking sequel, *Cyber Commando*, which will also make its way to the PS soon after the system's launch this Fall.

What makes *Cyber Sled* such an addicting game is that it's set up much like a 3D, one-on-one fighter. You must use strategy, clever moves, and familiarize yourself with whatever character you select. Some sleds are fast yet weak, while others are slow but strong, then of course you've got your balanced sleds as well. I found speed to be the key ingredient in my attack strategy, so I use the sexy spider queen, Amanda Bates.

The game is letterboxed when playing a friend (or foe) but due to the powerful processing power of the PS, little is lost in the way of graphic detail.



**THE COMPUTER GRAPHICS, FULL MOTION VIDEO SCENES BELOW ARE EXCLUSIVE TO THE PLAYSTATION VERSION.**





HE'S ON FIRE!



AMANDA BATES



SYLPHY CHRYSLER



OK, if you've played the arcade version and are wondering, here's the differences between the two games: the polygons in the arenas are always texture-mapped in the PS version. You can turn the stud's texture mapping off and on, but the play field remains textured throughout. I personally, like playing the game completely texture mapped, and find this option a major bonus. Secondly, the action is surrounded by fluid CG/FMV segues. These are somewhat lile-laden but are silky smooth. Graphically, the arcade game looks a little more fluid but not by much, and is definitely a bit more polished in its overall appearance. I'd say the graphics are about 90% there on the PS. And finally (and most importantly I think) many new characters have been added, giving the game a lot more diversity than the coin-op.

The added features, along with the fact that the coin-op sold for over ten thousand dollars, while a PlayStation will set you back between three and four (the price in Japan is four hundred dollars US) when it is released here this Fall, has this reviewer paying homage to the mighty PlayStation once again. E. Storm



# SPACE GRIFFON

## VF-9



**PANTHER SOFTWARE**  
3D ACTION/RPG  
1 PLAYER  
AVAIL. NOW JAPAN



**PREVIEW**

Welcome to a new breed of 3-D action/role-playing, possible only on the Sony PlayStation...Space Griffon VF-9! In this extremely well put-together mech adventure, the halls come alive as you play through the most realistic 3D environment ever created. Tired of flat, pixelly walls? I know I am! The walls in Space Griffon have real depth which you can view from any angle, providing the perfect atmosphere for an excellent adventure.

It is October, 2148. Hamlet, a lunar satellite plant of the massive A-Max conglomerate, has failed to broadcast its monthly report to Earth. After repeated attempts to contact the outpost, a special five-member task force is

sent in to determine what has happened. As the newest member of the team, Jim Billington, a.k.a. 'Kid,' you pilot the Griffon Variable Formula 9.

Sounds great, doesn't it! Too bad I don't understand a lick o' Japanese. Thankful

### HEAVY VARIABLE FORMULA-9B

AI/ROBOT Commander Version

Pilot: KONRAD V. EISOL

Height: 18.52m

Weight: 15.01t

Speed: 150km/h

Crew: 12

### LIGHT VARIABLE FORMULA-9C

MILAM G-Warrior Version

Pilot: MARIA HANFIELD

Height: 15.50m

Weight: 13.05t

Speed: 180km/h

Crew: 11

### LIGHT VARIABLE FORMULA-4D

VPM2

Pilot: MARK SMILY

Height: 15.52m

Weight: 14.72t

Speed: 122km/h

Crew: 11

### GUARD ROBO BUKY

Height: 12.71m

Weight: 13.51t

Speed: 134km/h

Attack Capacity: 550

Defense Capacity: 380

Special Function: Rowing in Space

### GUARD ROBO TORTOISE

Height: 12.21m

Weight: 13.52t

Speed: 193km/h

Attack Capacity: 720

Defense Capacity: 580

Special Function: Air-Plex System

### GUARD ROBO CRICKET

Height: 11.35m

Weight: 13.51t

Speed: 211km/h

Attack Capacity: 520

Defense Capacity: 780

Special Function: Hurling



**CRUISE, ASSAULT, AND COMBAT FORMATIONS!**

most of the game consists of finding key items and reporting to key locations to interact with the rest of the team and receive further orders. So, if you've played similar games, the text and voice really don't matter all that much. In-between there's some calculated shooting, as you waste each floor's inhabitants (which, by the way, are texture mapped just swell).

Adding more diversity and joy to this engulging adventure is your Griffon itself. It actually transforms into three shapes, Cruise Mode for high speed scooting (in this mode you cannot attack), Assault Mode for medium



**VF9 IS LOADED WITH INTENSE BATTLES AS WELL AS QUALITY ROLE PLAYING.**







THE GRIFFON VIEWS A CATWALK OVERHEAD LEFT TO RIGHT.



speed, and Combat Mode where you are full size, towering over little doors made for humans. Each time you change modes your vision also changes, as your mech hydraulically compresses. These features (now possible with real-time, rendered landscapes) make 3D gaming a whole new experience.

Space Griffon VF-9 is yet another PS game that you just gotta have when the PS rocks our world this Fall. Honestly, I don't see how the hard-core gamer is going to manage his life once this system hits...there's just so much good stuff that's ready to go! It's a good time to be alive!

—E. Storm



GAMEFAN

REVIEW

PLAYSTATION  
SEIBU • 1-2 PLYR  
AVAIL. NOW JPN.

# RAIDEN PROJECT

With the exception of R-Type on the PC-Engine I don't think I've ever played a more perfect conversion of a coin-op shooter on a home system than Seibu Kaiyoku's Raiden Project for the Sony PlayStation.

Make that two conversions - Raiden Project contains both Raiden and the unfortunately little-known Raiden II. Both are here in their entirety, and they prove that the previous incarnations of this game on Famicom, PC-Engine, MegaDrive, Super Famicom and most recently on the 64-Bit Interactive Multimedia Waywire, even combined, contributed little to bringing the true joy of Raiden home. While the other ver-

sions were impressive, this CD is almost frightening in its perfection - there isn't one nuance of the originals that isn't replicated here, from the hyper-spritzage to the near-zero-slowdown and even to the rotated monitor!

Although you can switch to a letterboxed or stretched-out panorama view via the options screen, Raiden is most powerful in its original, unadulterated form... but you'll have to turn your TV on its side. For owners of TVs too big to rotate or for those that simply don't want to heft their set over you can switch your controls so that the arcade-view Raiden becomes a horizontal shooter. Seibu should be commended for their inclusion of almost every option imaginable, too: You can choose between original and arranged background music, there are four difficulty levels, you can have unlimited

continues if you so desire, a one-touch turbo-fire button is available and there's even an in-game view-change option. Little extras such as these are what really make this version of Raiden stand out from its predecessors.

I've spent most of this review talking about the options... now for the game itself! Raiden I is basically a perfect version of the 1990 arcade game - it seems dated today, but for the Raiden fan



# RAIDEN II

It's truly joyous. Raiden II, however, is a game few of you have probably played; it saw very limited release in America. If in fact you've never seen it, imagine the ultimate shooter and you'll come close to comprehending the true power of this game... destroying even the most trivial enemy produces unpeeled shards of shrapnel that, when they hit the ground, actually cause ripples in water, set forests afire and create craters in earth. The attention to detail is staggering - anything and everything can be destroyed with a falling piece of shrapnel or one of your bombs. The amount of sprites that are on-screen at any given time is so fantastically large that even the most die-hard shooting fan may asphyxiate with the sheer insanity of it all. And the very fact that all these sprites are on-screen with relatively no slowdown or flicker will make any "3-D only" PlayStation naysayer eat his words most promptly.







My only complaint about Raiden II is its difficulty... ain't NOBODY gonna beat this game without the unlimited continues. It just ain't gonna happen.

There you have it. The ultimate home version of two of the coolest shooters ever, but, sadly, with the conspicuous absence of last year's Raiden DX. Maybe there's a code or something... At any rate, an absolute must-buy for shooter fans and another excellent reason to buy a PlayStation!  
—Nick Rox





Since Sony launched their PlayStation in Japan this past November, to date there has not been a bad game. When Cosmic Race showed up, I thought I had my first one. After further investigation, however, I have mixed feelings...let me explain.

Cosmic Race is a strange game. The tracks you race on float in mid-air, in the sea, or in space. The object is to stay above the track, yet as close to its surface as possible.

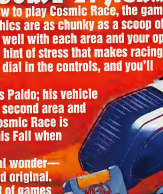
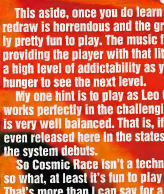
You see, the vehicles in CR have a magnetic force which propels them faster the closer they float above the road...this is a great play mechanic, unless you drift off a section of highly elevated track—then you just float, helplessly. Therefore, staying on course is a must!

Next you have to deal with the control mechanism...talk about complicated! The R1 button on top of the controller is your throttle, and both the keypad and the buttons control your horizontal and vertical movements. Press Up to gradually ascend, or press Up and the Triangle button to ascend quickly (or vice-versa using flight controls). The same applies in turning, so to negotiate a tight right turn you must back off of R1, and press Right and Square simultaneously. To say the least, you'll need time to get used to the controls.



## COURSE 1: SAVALICANA





L1 - brake

L2 & R2 - camera angle change

R1 - accelerate

up - shift up  
left - shift / short movement to the left

right - shift / short movement to the right

down - shift down



start - pause

select - change view

triangle - move straight up. Press up on d-pad with this for fast up-forward movement.

square - move left

circle - move right

X - move straight down. Press down on d-pad with this for fast down-forward movement.

I'M GLAD THE CONTROL ISN'T COMPLICATED!

## COURSE 2: JERANT

This aside, once you do learn how to play Cosmic Race, the game isn't half bad. Although the redraw is horrendous and the graphics are as chunky as a scoop of Chunky, this wiener dog is actually pretty fun to play. The music fits well with each area and your opponent is always close behind, providing the player with that little hint of stress that makes racing so cool in the first place. There is a high level of addictability as you dial in the controls, and you'll hunger to see the next level.

My one hint is to play as Leo Clis Paldo: his vehicle works perfectly in the challenging second area and is very well balanced. That is, if Cosmic Race is even released here in the states this Fall when the system debuts.

So Cosmic Race isn't a technical wonder—so what, at least it's fun to play and original. That's more than I can say for a lot of games these days. Bad game...nah, quirky...uh huh.—Mr. Goo

## COURSE 3: LAVALOW







**PREVIEW**  
Based on Namco's first PlayStation titles, I had no idea that Tekken would be this amazing. Not to put down the sheer joyous quality of CyberSled and Ridge Racer, both mind-shatteringly lickable, but

ronments ever seen in the arcades or out. Each character is composed of hundreds of hyper-smooth, texture-mapped polygons performing countless motion-captured martial-arts maneuvers at 60 frames per second... most joyous. Tekken's control is decidedly



Tekken represents such a huge jump from the these titles that normal thought processes are rendered impossible. It's just that amazing. I mean, here's a home game which can not only adequately



PlayStation

approaches the tireballs, flaming punches and kicks of the average fighting game. This presents a great change from the norm, highly refreshing yet at times slightly disorienting - its almost as if you have to re-learn the fighting game.



complete with, but in some areas surpass the incredible Virtua Fighter 2. Currently an arcade title running on PlayStation hardware, Tekken, or Iron Fist, brings eight fighters and NINE boss characters to battle in a fully-realized, 360-degree 3-D, texture-mapped world, without doubt one of the most impressive and beautiful three-dimensional envi-

ronments ever seen in the arcades or out. Each character is composed of hundreds of hyper-smooth, texture-mapped polygons performing countless motion-captured martial-arts maneuvers at 60 frames per second... most joyous. Tekken's control is decidedly



Tekken is to be released for the home in late March, so join me for my review of this amazing CD in next month's GameFan!  
- N.Rox







# NICK ROX'S PLAYSTATION PREVIEWS

Welcome to another beauty-packed edition of Nick Rox's PlayStation Previews. Joyously, the PS seems to be picking up in the RPG category- This month alone we have three o' 'em, Arc the Lad, King's Field II and Wizardry VII... power! See you next month...



Wizardry VII, the popular PC RPG, is coming to a PlayStation near you. W7 promises to be chock-full of gorgeous polygonal mazes and monsters. This CD should be out by Summer.



Here's more Arc the Lad, Sony's hyperjoy-looking strategy/RPG. Rumor has it Sony fired the omnipotent Square to button-up the gameplay. We'll see... Arc is due out in mid-spring.

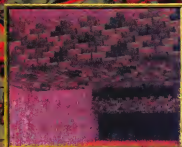
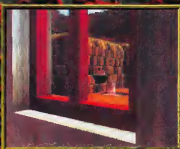


Capcom's ultrabitchin' Darkstalkers is coming to the PlayStation in early April... much joy! Maybe there'll be a NightWarriors code hidden in there somewhere...





Here's Profile's "Tactical 3-D Shooter," Extreme Power. The game is still very early, but looks hot... it's said to be a mixture of strategy and shooting! Can you imagine?



Namco has promised to release one game for the PlayStation each month, and this is their February release, StarBlade. Just like the 3DO version, you can play it textured or non-textured.

This 3-D RPG is "From Software's" King's Field II, due in July. Unlike the first game, it has outdoor scenes as well as dungeon mazes. The level of detail looks amazing - you can actually see out windows and open chests in real-time. We can only pray that it's easier than the first game.



Oh boy! Here's Time Warner Interactive's Race Drivin'. One question: Why?



This is Jumping Flash, Sony's new Action/Shooting game, due out this Spring.



Here's Data West's (Yep, West, not East...) Bounty Arms, a special-effects-laden Mercs-type game, Bounty Arms should be out by April.





ROAM THE HALLS WITHOUT A HALL PASS!



ROBO-COP HE AIN'T!



JACK?...



"Woh man, it's like, virtual reality and stuff, and it's totally ripper! It's like that game Doom and junk, but it's different! There's this most excellent guitarist in a gnarly leather jacket, and he's on some major head trip or something, and he's gotta blast these disgusting monster dudes. Woh, too much!"

Virtuoso is yet another 3D maze Doom clone, but this time there's a story...sort of. A major rock star (the Virtuoso) is sitting in his hotel room, bored, so he straps on a virtual reality helmet, and schezam, he's in the game!



ration or item hunting.

The graphics feature textured walls, much like Doom or Ghost Manor. Whether or not the graphics will be as fluid and smooth as Doom was hard to tell from the preview version. The music is a hard-rockin' original soundtrack by a new (and unsigned, as the manual states) group, Thai Dyed Suicide.

Virtuoso has yet to be picked up by a publisher. But when it does, I can just see the advertising slogan now: "Are YOU experienced?"

—Slasher Quan



From a behind-the-rock-er's-back perspective, you traverse different fantasy worlds such as Mars, a Haunted House, and the Marine. The game is a shoot-from-the-hip blast fest that concentrates more on blowing away beasts than explo-



PUBLISHER TBA  
3D ACTION • 1 PLAYER  
AVAILABILITY TBA





Incredible texture mapping and gnarly monsters stare you in the face!



You'll be cruisin' with a jet pack...blow up the baddies before they get you!



PREVIEW

ANY CHANNEL  
3D ACTION • 1 PLAYER  
AVAILABLE JUNE



No if's, and's, or butt's... these monsters aren't right!

Imagine a fully-realized, first-person 3D environment that's as incredible as Doom, only you can fly. Imagine a game so slick it makes the 3DO look like a powerhouse contender. Well stop imagining, because PO'ed is on the way and it could keep 3DO at least in the same ballpark as the Saturn and PlayStation.

PO'ed is a mega intense first person action/shooter which has Doom and a flight sim in its blood. The control schematics allow you to pull the full array of Doom styles move, plus jumping. But that's just while you're on foot! Switch to the rocket pack, and you'll blast off into silky-smooth flight with options to rise, glide, or descend in any direction.



Skim through the clouds and blast 'em with big guns...what a rush!

The very early preview version had graphics so amazing and smooth, you'd think there was a Pentium/100 chip inside the 3DO. Texture-mapped surfaces and amazing transparent effects enhance the rich landscaping.

Get in the monsters' faces, and you're gonna see a new meaning for the word "ugly"!

So what does PO'ed mean? At one point Any Channel's developers were so pissed off at 3DO because its stock dropped, AC named their

new action game PO'ed. Somehow, the name stuck. And if Any Channel puts a game inside this graphics wonder, The 3DO Company will be anything but PO'ed at them.

—Slasher Quan





## THE SAME OLD FLASHBACK?... NO WAY.

Here comes yet another version of Flashback, this time for the 3DO. And why not?, it's a great game and it does get a noticeable facelift from the 3DO hardware. The game features awesome new CG/FMV intermissions (in place of the conventional animation found on the SNES and Genesis versions), and a powerful Dolby soundtrack.

I was reluctant at first (I've played the doo-doo out of FB on every platform) knowing I'd have to play this precision game with the 3DO (club) controller, but after a while Conrad and I were doing just fine. It's actually not that bad, since diagonals rarely come into play. Still, if you can get your hands on a Goldstar controller do so, it is noticeably better than the stock unit.

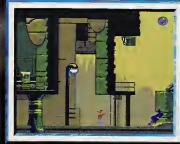
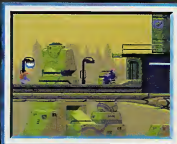
The graphics in this version are pretty much the same as the rest, as are the levels themselves. Flashback doesn't really rely on hordes of colors, but rather fluid animation and high adventure.

You still have to regain your memory, get your work permit, work, fight it out at the Killer Game show, and then make it back to Earth. If that isn't enough, you have to save us all from those fruit cake aliens that want to take over the Earth.

The best attribute in the 3DO version, in my opinion, is the upgraded sound. Playing with headphones on, or on a great stereo system, really adds to the Flashback experience.

If you haven't played Flashback and own a 3DO, this is a trip you just gotta' take, as this is without a doubt, the best version of Flashback currently available.

Kid Fan



# FLASHBACK

3DO • U.S. GOLD  
ACTION/ADVENTURE • 1 PLAYER  
AVAILABLE MARCH







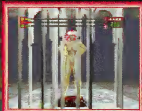
THE ALL NEW CG/FMV SCENES, ADD NEW REALISM TO A GREAT ADVENTURE.



# IMMERCENARY

**GAMEFAN**  
PREVIEW

**ELECTRONIC ARTS**  
3D SHOOTER • 1 PLAYER  
AVAILABLE MARCH



I thought I'd seen it all, but Immernecy was a new gaming experience. From the wacked plot to the outrageous graphics, Immernecy for the 3D0 is just plain weird.

Immernecy is set in a virtual world called "Perfect." It seems Perfect has been overrun by a virtual computer, "Perfect-1," and now it's up to you to prevent Perfect-1 from overthrowing Perfect. (Are you following me here?)

As you peregrinate around the land, you will come across spotted pink naked ladies, paintings of bald people kissing, a huge eye floating in the sky, and faceless mannequins with no hands or feet. It's as if Andy Warhol arose from the grave and programmed a game.

The 3D scaling is decent, but at times the 3D0 faltered while attempting to redraw the textured polygon buildings. From a uniqueness standpoint, Immernecy comes up in spades. As for the quality of the game however, let's just say the jury is still out...until the review.

— K.LEE



Our unsuspecting hero, Lance, the world's hippest computer repair guru, gets a late-night

"fix it" call to the mysterious castle of the sinister brain. Once he reactivates the computers he learns of Dr. Neurosis' master plan... world domination!

The game is on... Fritz the half human, half pet of Dr. Neurosis is instructed to dispose you. Race through the evil playgrounds of the demented Doctor's twisted castle. Battle FrankenJock, Draculette, and other freaks of science until you reach the Chamber of the Brain!! I've seen it, but haven't yet played it, but let me tell ya' if you liked Dragon's Lair, or Space Ace, this blows 'em both away! The animation... wow! Look for more on Brain Dead 13, next month! -- Takahara



Meet Fritz, Half Human, Half Pet, And 100% Attitude!

**3D0 • READYSOFT**  
ANIMATED ADVENTURE  
AVAILABLE MARCH

**GAMEFAN**  
PREVIEW



# Roller Hockey '95™



- Authentic Team Rosters Plus All-Star Mode...
- One-Timers and Shoot-Outs
- Exhibition, Regular Season and Playoffs...
- Customize your Teams Shooting and Aggression Skills...
- Full Play-By-Play Voice Over...
- Hard Hitting Body Slams...



**BAUER**  
**HYPER**  
**WHEELS**

**KORO**



**own it!**

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AMERICAN SOFTWORKS



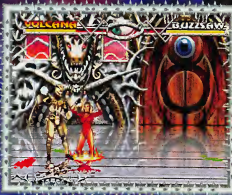
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





**BEYOND GAMES  
JAGUAR  
FIGHTING  
1-2 PLAYER(S)  
AVAILABLE MARCH**

The fighting game that every Jaguar fan is hungry for, Ultra Vortex, is about ready to rock their world. The version you are feasting on here is about 90% complete, so by the time you read this, it should be ready to ship. UV features digitized characters like MK and Way of the Warrior, but that is where the similarities end. Unlike both of those games UV uses standard fighting controls (yeah!), has both human and totally fictional characters, and sports one huge demon that you'll never tire of staring at. The locales in UV are hyper detailed, and so colorful, at times it's hard to believe. We'll be delving deeper into the bowels of Ultra Vortex over the next month, so we'll be back with a full blown review next month. -Mr Goo



SHE USES HER TALENTS AND ABILITIES TO FURTHER THE POLITICAL GOALS OF THE POWER SHIFTERS.



HE KNOWS THAT IF VICTORIOUS IN THE TESTING, HE WILL BECOME THE UNQUESTIONED LEADER OF THE MEAT HACKERS AND THE UNDERGROUND.



MERCURY HAS TAKEN IT UPON HIMSELF TO MASTER SEVERAL NEW FORMS THAT ARE WELL SUITED TO THE FINAL TESTING.



THE PROCESS USED TO CREATE HIS GRANITE SKIN WAS SO COMPLEX, HE WAS THE ONLY ONE OF HIS GENETIC LINE PRODUCED.



HIS POWERS RANGE FROM BLUE PLASMA BOLTS TO SHAPESHIFTING. HE HAS EARNED A PLACE IN THE FINAL TESTING.



HIS HUMANOID BODY WAS DESIGNED TO TOP AND CUT DOWN THE LARGEST TREES IN THE PACIFIC NORTHWEST.



ALL 'BOTS MUST WORK FOR THE COLLECTIVE OR SUFFER BEING JUNKED BY SKULLCRUSHER. I  
WE'LL HAVE A COMPLETE REVIEW ON ULTRA VORTEX NEXT MONTH!





**PC-FX  
HUDSON  
CD  
FIGHTING  
AVAILABLE  
NOW JAPAN**



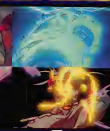
**SAM FAN  
REVIEW**



The PC-Engine is my favorite video game system ever. Why? I'm an RPG kinda guy, and for RPGs that was your system - great music, the storage power of CD, plenty o' speech, awesome animated Cinemas. And the fact that it was relatively unpolished by American and Brit palngames was a major favoritism factor for my as well. The 32-Bit big brother of this true joysystem, the PC-FX, was released in Japan in Dec. 23rd and the first two games have made me a very happy guy. Both represent tried-and-true genres, but both break an immense amount of new ground. For Team Innocent, the ground broken is practically the entire game; in Japan it's labeled a digital comic (The category games like Snatcher fall into), but its 3-D environs and action elements are like no digital comic I've ever seen. For Battle Heat, it's the game's unbelievable presentation.

Battle Heat plays (in concept, at least) like any other fighting game. What's different

here is that every attack, every fireball, every counter is rendered in beautiful, 30-frames-per-second movie-quality animation. Yeah, it's FMV. But don't think for a second it's conventional FMV during which you have two choices every 30 seconds or so... you have complete control at all times. Each fighter has high and low fierce and light attacks, a myriad of special moves, throws, and counters, jumping attacks, variations on all of these while near and far, and a taunt... basically the same as a regular fighter, but on a much grander scale. "Great," you may think, "I







get to wait for a few seconds while it loads the next FMV sequence." Ain't gonna happen! No matter which of your fighter's moves you perform, it comes out INSTANTLY - absolutely no waiting whatsoever, at any time! This makes for a phenomenally original and addictive fighter, especially in the two-player mode. One of the most interesting traits of Battle Heat is it's unique countering system - every move can be countered with one of your own, you simply have to discover which it is.

Battle Heat's animation is fantastically Japanese - insane camera angles, impossibly contorted physiques with a generally hyperkinetic, explosive feel. In fact, much of the animation blatantly copies Hokuto no Ken - (First of the North Star) Kai is obviously based on Kenshiro, Alamis on Shin... even their moves are the same. But hey... that's fine by me! Hokuto no Ken is one of the best action anime ever made. In fact, there's such a volume of animation in Battle Heat that Hudson Soft enlisted the aid of over eight animation studios... each character features over 25,000 frames of animation in his or her repertoire!



This CD's only downfall is the music... the opening track, complete with excellent vocals, is so great that you expect that type of quality throughout the game when in fact most of the music is poorly-executed, yet well-composed PCM. This seems to be the fault of the programmers rather than the hardware, as Team Innocent's PCM is quite good.

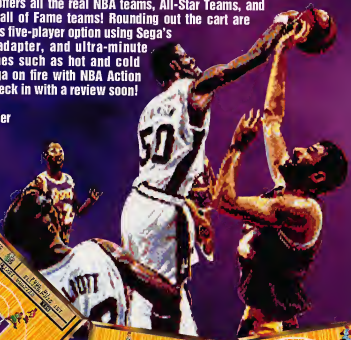
Battle Heat is an excellent and a completely, even disorientingly original first game for the PC-FX, not to mention extremely addictive. With eight utterly different characters, (plus two hidden ones, selectable via code... for those of you lucky enough to have a PC-FX, enter this code during the intro: IV, VI, II, II, V, V, VI, V.) all with entirely different attributes, you should be kept busy for a while... but will this and Team Innocent keep you busy until the next batch of FX games are released in March/April? Let's hope so. -Nick Rox





SEGA • 24MEG  
SPORTS • 1-2 PLAYER(S)  
AVAILABLE MARCH

## SPORTS



-Cal Cavalier



## GF Sports Scoreboard

Each game can score a total of 100 points. The "Power Tab" represents the sum of the total score. Each "Power Tab" equals 20 points





# NBA HANGTIME



GameFan



SPORTS

Ever play a game that's so bad you just have to say to yourself, "What were they thinking?"

ESPN NBA Hangtime '95 is such a game. This half-court, 30, NCAA Basketball wannabe starts with an interesting concept that sound like NBA Jam: you pick from either real NBA teams, or from some fictitious international teams, and go two-on-two. Dare I use NBA Jam in the same breath as this bench warmer? For shame!

The action is from a behind-the-player's-backs view, which is very reminiscent of my favorite hoops game ever, NCAA Basketball for the SNES. However, unlike NCAA, Hangtime's graphics are choppy and jerky. Even more horrifyingly, there are only two sprites in the entire game, a black guy and a white guy. So basically, everyone looks the same—no distinguishing characteristics.

Hangtime has even less game play depth than Jordan vs. Bird from four years ago. There are no specta-

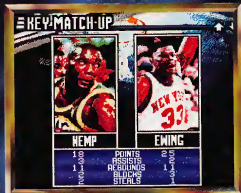


lar jams, alley-oops, effective takes, or fancy dribbling. The controls are basic run, pass, and shoot. The defensive game is a joke, and the collision detection when you try to seal is the worst in recorded history. Try having a player stand still while dribbling, and walk up and hit the steal button. Nine times out of ten it won't work!

Outside of the game there's a cool CGI-looking intro, digitized portraits of the players, real-life announcer Dan Patrick, a rap song, and other assorted FMV bells and whistles. But none of these things help the game play. ESPN NBA Hangtime '95 is even less than the sum of its parts.

If you watch ESPN (or worse, ESPN 2, the horror!), you know that nine times out of ten you'll end up with something like junior women's caber tossing, while the real action's on a major network. In this case video games imitate real life, and if you want real video hoops fun, try NBA Live '95 or NBA Jam TE.

—Cal Cavalier



GF Sports  
**40**  
points

SONY • CD  
SPORTS  
1-2 PLAYER(S)  
AVAILABLE NOW





# GameFan



# SPORTS



**ACCLAIM • 4 MEG  
SPORTS  
1 PLAYER  
AVAILABLE MARCH**



One would think that putting a full-blown football game onto the shiny Game Gear would be as much of a waste of time as paying attention to Arena Football. Well, one would be dead wrong. Quarterback Club is the best handled football game ever, and a worthy purchase for your GG.

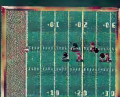
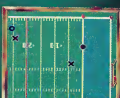
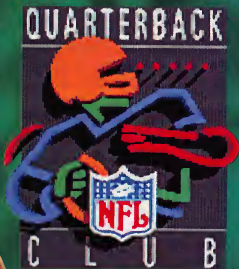
QB Club's game play truly sets it apart. The perspective scrolls horizontally like the Tecmo Super Bowl series, but the viewpoint is from above the players. This works quite well, and despite the small graphics, the game is very playable. One interesting feature here is the ability to switch between normal player sprites and Xs and Os on the field. Also, you'll get an occasional FMV sequence during the action.

The control is excellent. It's very responsive and pushes the GG's buttons to the limit. In addition to the normal running, diving, and passing, QB Club offers a surprisingly wide range of plays. From screens, play action, and bombs on offense, to zones, blitzes, and fake-punt prevents on defense, the play calling is superb. Added to this is a signature play for every quarterback in the club!

QB Club doesn't stop there. The game has enough features and options to keep you glued to the mini-tube. There are exhibition, playoff, and full-season options. All the NFL teams are represented, as are the QBs from the club (unfortunately, the rest of the players are just jersey numbers). Of course, there's a two-player link feature. The sounds are run-of-the-mill, but that doesn't detract from the game play.

Compared to 16-bit offerings such as Madden '95, you wouldn't want to spend money on QB Club. However, if you're a Game Gear die hard, you'll definitely want to join the Quarterback Club... you won't be sorry.

- Cal Cavalier



GF Sports  
**90**  
points

# GameFan



## SPORTS



GF Sports  
80  
points

SEGA • 16 MEG  
SPORTS  
1-2 PLAYER(S)  
AVAILABLE NOW

# ALL-STAR HOCKEY '95

While the stability of the NHL season seems like a year-to-year proposition, there seems to be one thing you can always count on: that EA's latest NHL game will be king of the video game ice. This year is no exception. Sega's NHL All-Star Hockey simply lacks the refined graphics and game play of EA's NHL '95.

All-Star is a pretty solid hockey game, and certainly give you plenty of options. All the real-life teams and players are represented, including the all-star teams. You can pick exhibition, playoff or full-season setups, and battery backs up your position. You can also edit lines.

However, noticeably missing is a four-player option; the game only offers two player action. Additionally, it's not possible to trade or create players. All-Star seems to be based on EA's NHL from two or three years ago.

All-Star graphics aren't bad, with well-animated skaters. However, there's nowhere near as many frames as in NHL '95—you'll miss many decks and goalie reactions. Additionally, the skaters look awkward and disproportionate in relation to the rink. But the most annoying aspect is that there's no on-screen indicator to let you know which highlighted player actually has possession of the puck, other than the minuscule puck itself.

The game play is a good but unfulfilling imitation of NHL '95. You get the same 3/4 perspective, but the collision seems less precise than NHL. The action just isn't smooth or responsive, and seems a bit flat. The only feature All-Star has over NHL is lighting, but so what?

The sounds and music are strictly average. Forget about the clear and distinct organs and sirens from NHL '95. In All-Star, the voices and music sound like they were recorded over a string-and-cups telephone.

All-Star is a distant second place to NHL '95. This is a second purchase for hockey diards who have to buy every hockey game ever made. For everyone else, slapshoot your dollars elsewhere.

—Cal Cavalier



SPECIAL K's

## JAPAN NOW!



Welcome back to Japan Now! By the time this issue is out, I'll be in Japan reporting on the latest **AOU arcade show**. At the time I'm writing this I haven't seen the show yet, but luckily I received information about the titles being shown there. Read on for the latest and greatest info from Japan!

## SNK

We got more info and shots of **Fatal Fury 3: Road to the Final Victory**, which I covered in last month's JN. A few major changes have been made, with the most important being the addition of the "Sway Line System." There are now three lines of depth on the screen and you can attack your opponent with regular punches, kicks or specials no matter which

line they're on - jumping to different lines is no longer required. Five characters from the previous **Fatal Furies** - Terry, Andy, Joe, Mai and Geese - along with five new characters, Bob Wilson, Blue Mary, Franco Bash, Mochizuki Sakaku and Won-Fu, are the fighters this time around. Plus, the old characters have new moves. The 266-Meg FF3 is due out in May for the Neo-Geo CD but the date is unknown for the cartridge system. Two other hot Neo titles shown were **Pulsar**, a new, CG-based 200-Meg R-Type-style shooter and **Double Dragon**, an amazing-looking fighter, chock-full of beautiful special effects, based on the side-scroll action games of old.

## SEGA

Sega is displaying many time games at the AOU, with the most impressive being **Sega Rally Championship**, AM R&D Dept. #3's rally racer which is said to be better than **Daytona USA**. Also being shown are **Rail Chase 2** and **World Striker**, a soccer game, both developed for the Model 2 CG Board, and the ST-V games **Golden Axe: The Duel** and an as-yet-unnamed puzzler.

## NAMCO

Among Namco's myriad titles are **Cyber Commando**, the sequel to **CyberSled**, featuring unbelievable texture-mapping, **Alpen Racer**, a System Super-22 skiing game, **Air Combat**, a System 22 dogfighting title, and **CyberCycles**, a game which has been described as a "futuristic Ridge Racer on motorcycles."

## CAPCOM

Didn't it seem to you that the fighting game genre had been dying down? Sure, you've got your **Killer Instincts**, **Samurai Shodown IIs** and **Tohshindens**, but for the most part the amount of fighters has been less and less. Not so any longer - the amount of fighting games released lately has been tremendous, and Capcom shows no signs of letting up in their releases within this genre.

The first in Capcom's new fighter lineup is **NightWarriors: DarkStalkers' Revenge**. **NightWarriors** features two new characters, Donovan and Lei-Lei. Donovan is a Dark Hunter who's out to destroy all of the demons in the land, and is the only human in the game. Donovan wields a huge Tibetan Demon Blade and wears the sacred Wan-Fu style necklace of the vampire hunter. Lei-Lei is a female Chinese ghost called a Kyonshi, dead souls who can move only by hopping. Kyonshi wear long robes and are bound by a mystic talisman adhered to their forehead. You can also control Huitzil and Phobos, **DarkStalkers'** bosses, in **NightWarriors**. Each character from the previous **DarkStalkers** is revamped and has new moves as well. Unfortunately, we're not allowed to bring you shots of **NightWarriors** until the next issue, so please look forward to them!

Second in Capcom's repertoire is **CyberBots: Full Metal Madness**. Another one-on-one fighter, **CyberBots** features 12 Variant Armor suits, each totally different in its attributes and special attacks. Each Variant Armor, or VA, has a weapon, whether it be a beam cannon, machine-gun or drill. Little else is known about **CyberBots**, but you know it'll be filled with powerful, multi-jointed characters ala **Powered Gear** or **X-Men's Sentinel**.



**Fatal Fury 3** features the Sway Line system which allows you to attack an enemy...



...on another plane of depth with basic punches and kicks or even a special move.





## STREET FIGHTER LEGENDS!

And now, I'm honored to announce the game you've all been waiting for, the TRUE sequel to Capcom's billion-dollar grosser Street Fighter II... **Street Fighter Legends!** And what is SFL? The storyline takes place between SFI and SFI, so naturally all the characters have a slightly younger look. In fact, Ryu has his old red hair and Ken's is super-long, tied with a red ribbon. Just what is this ribbon you ask? Ryu's future headband! Later on in the Street Fighter storyline, Ryu cuts his head while fighting with Ken, and Ken gives the ribbon to Ryu as a bandage. Some of the characters in SFL will be Ryu, Ken, Chun-Li, Sagat, Adon and Birdie from SFI, Sodom, the boss of Level 2 in Final Fight and Charlie, Guile's friend who was killed by M.Bison before SFI. Early reports say that the characters are animated in the Darkstalkers style. Sources also hint that the game may not come out in the arcades at all, but instead head directly for PlayStation or Saturn. We shall see, but in any case you'll see more SFL in our next issue!





## Welcome to another edition of Other Stuff. Capcom-on the move....

The latest status report on the arcade **Street Fighter: the Movie** game has just arrived at Game Fan. It seems the new coin-op will feature 14 characters in all. Although Dhalsim and Blanka have been deleted from the game, there are 3 new characters plus a non-biddable, codeless Akuma. One of the new characters is a ninja named Snake. Nothing is known about the other characters at this time. The digitized graphics in SF2: the Movie are said to be superior to MK. How can this be? Well, all the characters in the game have been **Anti-Massed**, eliminating the

nifty Midway-esque sharp edges seen in previous arcade fighting games. Thankfully, the coin-op will include the

SF2 Turbo game engine, so the game should be more successful than the painful movie that bares its name.... As t

the home version(s), Capcom will be releasing the game on the Saturn, 300, and possibly the Playstation this coming fall. Speaking of the Playstation, Capcom rumored to be providing Sony with yet another coup. The all new Street Fighter Legends is said to be debuting exclusively on the 32-bit Playstation around mid-year. The new SF will redefine gameplay excellence.... groooooovy! In an unrelated story(well, sort of) SF3 will zoom into arcades this October or November and is rumored to be one of Capcom's first arcade games to appear on (and designed specifically for) the Ultra 64.... the wait continues.

### Fast Forward, its Nintendo time....

On February 9th 1995, Nintendo had their third on-line conference on CompuServe. Minoru Arakawa, Howard Lincoln and Peter Main talked about the success of Donkey Kong Country and NDA's future hardware and software plans. I would now like to present to our readers the first installment of... HE SAID....WE HEARD. And now, without further adieu....let the games begin. Howard Lincoln started off by saying "our 64-bit system, we've developed with Silicon Graphics, is on Schedule." **Crisis'n USA and Killer Instinct** (now in the arcades) are just two of the games to be released later this year". Then came the questions. Adam Drexler asked "Will Nintendo be making any SGI rendered games for the SNES before the release of the U64." Peter Main said: "We have several ACM games under development for the SNES and we will be unavailing at least 3 at the E3 show in May, including a **spectacular sequel to Donkey Kong Country**." I HEARD: The sequel to DKC will be 64 megabits and will be the first game to incorporate Nintendo's new 11 MHz SA-1 chip. This chip can be used to de-compress data at a highly efficient rate. As for the other 2 ACM games; well, the first one will be the 24 meg SGI-rendered Super FX action game Sigeru Miyamoto has been working on for the past 2 years. The 3rd one is the new **Kirby action game for SNES**. Next question. "My question concerns a rumor about Nintendo and SquareSoft joining forces to make RPG's." Is this just garbage, and how does it affect games that might come out for SNES or U64? Mr. Arakawa said: "Nintendo has had a long and continuing close relationship with SquareSoft." "Square makes some of the best RPG games in the world, for example the Final Fantasy series, and (they) have made several titles exclusively for Nintendo." "We look forward to a long continuing relationship with SquareSoft." I HEARD: Square is programming **Final Fantasy 7**, (FFA in America) a 64 meg SNES game incorporating Nintendo's new SA1 CPU and featuring 100% SGI rendered graphics. Square will then be releasing Secret of Mana 2 later this year. For the Ultra 64, Square is working on Final Fantasy 8, a 128 megabit game due out in March of 1996. Next question: "I thought you enjoyed all 4 Zelda games and I was wondering when to expect another?" Mr. Arakawa said: "I'm happy to tell you that another **Zelda** game is in development." I HEARD: **Zelda 5** is 64 meg and will be released towards the end of this year for the Ultra 64, as well as a new 64-bit Mario adventure.... Joy! Q: "For what systems, and when, will the following games be released: Turok, Spawn, and Street Fighter 3?" "Also, what will be the packaged game for the U64?"

Howard Lincoln answered: "Turok will be released in the Fall of 1995, by Acclaim for the NU64 when the system is released." "Spawn will be released by Sony Imagesoft for the SNES in the fourth quarter of 1995." "We understand SF3 will be released in the Arcades later this year, but I don't have a release date for the home version of this game." "We have not announced the pack-in plans for NU64." I HEARD: Turok: Dinosaur hunter, is only on the drawing boards as GameFan goes to press. However, in March, Acclaim will be receiving Ultra 64 development systems from Nintendo and the game should be ready to ship before the end of the year. As for Spawn, Psynopsis is programming a Sony Playstation version. The pack in game for the Ultra 64 will be Pilot Wings 2 which is being programmed by Paradigm Simulations and produced by Sigeru Miyamoto. The whole shebang (U64 + game) will retail for the "Buy Me Now" price of \$199.99 this September, the same price as the SNES when it was released.... Hmm, now where did I put my time machine.... Next question: "Since the deal with Williams an Nintendo has gone through, I've heard that Williams has signed an exclusive deal to bring MK 3 to the Sony Playstation first." "How does this make you feel?" "Does it change your relationship with them, and if so, how?" Lincoln answered: "Our relationship with Williams is excellent and unchanged." "Williams is a large coin operated video game manufacturer." "I do deal with Williams relates to arcade games which use the NU64 chip technology." "The **NK 3** coin-op game to be released by Williams does not use the NU64 chip set." I HEARD: MK III is being released exclusively for the Playstation this year, but competing systems (Saturn, U64, Genesis, SNES, etc.) will get the game in '96". Williams is programming both versions (PSX and arcade) simultaneously. According to Ed Boon, the CO-designer of MK 1-3, the Ultra 64 version will be better than either the Arcade or Playstation MKIII. The 128 megabit Ultra MK III will be released in February of '96, and will have features exclusive to the U64 version only. Williams main focus for the 64-bit Nintendo is a 3-D coin-op fighting game due out March 1996, will the home version to follow in June of '96". Last question: "Are there going to be sequels to F-Zero, Super Mario Kart, Super Metroid, or Uniracers." Peter Main answered this one: "As you know, Nintendo often develops sequels to it's hit games." "Some or all of these games are certainly candidates." I HEARD: **F-Zero** is now in the works for the Ultra 64 and should be one of Nintendo's big games at the 1996 WCES in Las Vegas next January. **Ultra Mario Kart** is a 64-meg title due in December '95. There are no plans for a sequel to Uniracers as of yet, but **Metroid 4** is in the drawing stages and is slated for a Summer '96" release....hinda, hinda

### Now for more Ultra 64 info.

Sierra On-line, based in Bellevue, Washington., issued a press release announcing that they will develop and publish "**Red Baron**" exclusively for the 64-bit Nintendo. It reads as follows: "Based on the critically-acclaimed PC flight simulator bearing the same name, Red Baron will bring real-time, three-dimensional, high-flying, World War 1 aerial combat to a whole new audience, shortly following the launch of Ultra 64 this September." Red Baron will be 64 meg and will feature SGI graphics unlike anything anyone has ever seen before.....faantabulous!!!! **Angel Studios** has just announced they will be working with Nintendo game guru, **Sigeru Miyamoto** on an Ultra 64 project. Angel Studios is responsible for the beautiful SGI graphics seen in the movie Lawnmower Man and also the Listerine T.V. commercial. This game is rumored to be Ultra Mario Kart. Software Creations is developing a 3-D game for the Ultra 64 and they are also responsible for the custom sound tools Ultra 64 developers are now using. Rare LTD., and DMA are each working on Ultra 64 games that are supposedly super violent. Expect these two 3-D games sometime in '96".

### IN SEGA NEWS:

Sega has big plans for the upcoming E3 show, both for the Saturn and the 32X. For the 32X, they will unveil **Virtua Fighter**, **Mother Base** and at least twelve others that I just couldn't rattle off to TT. For the Saturn, don't be surprised if Street Fighter Legends rears it's head, along with tons o' US games that SDA has kept a secret until now, including (hopefully) **Shinobi Gaiden**. Will one of these be Phantasy Earth, the rumored Saturn Phantasy Star sequel? Daytona will certainly be the main focus but in order to combat the massive Sony display, more power will surely be on hand. Sega's new 16-bit handheld may also make an appearance.

### Now for some Morial Komai Movie info.

This information is preliminary at the moment and is subject to change, but here's what we know so far: **MK: the Movie** is set on an island located in Thailand and is based on MKI. Unbeknownst to the competitors, this island has a portal that's a gate to a parallel universe. The good guys are: Johnny Cage, Sonya, and I. Kang, the main hero. Scorpion and Sub Zero appear in beginning of the movie where Sub Zero executes one of his special moves, the freeze, wow I can hardly wait! Kano is a mercenary hired to kill Sonya, but he never succeeds. Raiden is an advisor for Sonya, Cage, and Kang. Supposedly, Kitana is a 10,000 year old princess. I wonder what her secret is? Personal Power, or maybe Susan Power? She informs Shang Tsung that it Goro wins the tournament, he will invade earth and overrule it, as his kingdom. In one of the final scenes, Johnny Cage and Goro go at it, head to head. In this light, Cage gives Goro a groin crunch, he has balls22, and then he does his super kick, sending Goro off a cliff, killing him forever. I guess no MK4 for him! Shang Tsung then takes Sonya back to his world and challenges her to a fight. Cage and Kang follow Shang to his world for the final fight. I'm quite sure this will be the first good game to movie translation. We that's it for me. See ya' next month. (Well I won't actually SEE you).



Hi, I'm Tom Jermoluk, Pres. Silicon Graphics Inc.

"If you want to win the battle between the next generation video game machines, you better have the technical muscle .....and believe me, with Nintendo's new Ultra 64, you have the technical muscle to win that battle." "Our emulations are back, and I gotta tell ya, its been stunning." "The visual quality and the speed and interactivity of the gameplay have been amazing, I can't wait for you as the world's gamers to be able to get your hands on this."

"And when can you do that?" "Well, I'm really pleased to tell you today, we're right on schedule." "The chips are taped out this month, which is right on track to be able to deliver our commitments to you." "I'd like to be able to let you in on just a few more of these significant technological details behind the Nintendo Ultra 64." "First of all, let me tell you what we're going to be looking at." "Were NOT going to be taking a look at highly produced computer animations." "What we are going to be looking at, are the real time gaming environments the Nintendo Ultra 64 will be able to produce."



One of the specific hardware advantages the Ultra 64 will have over its competition is "Load Management". In polygon games such as Ridge Racer or Daytona, objects in the far off distance often suddenly "pop" into view, as the hardware renders the approaching image. With Load Management, everything the eye can see is already on screen, without any polygon pop-up (check out the mountains).



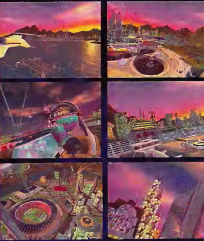
Tri Linear Mit-Mapped Interpolation, or TLMMI, is one of the Ultra 64's more spectacular features. On the left is Doom for the PC and on the right is an Ultra 64 demo featuring TLMMI. When you get close to an object in Doom, they pixelize. With TLMMI, an object will never pixelize, no matter how close you scale up to it. Since TLMMI is built into the Ultra 64's 64-bit Reality Immersion Graphics Processor, none of the games will ever pixelize.



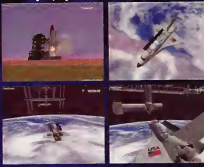
Another hardware feature that's built into the Ultra 64's Reality Immersion Graphics Processor (rumored to have the power of the Reality Engine graphics board in an SGI Onyx) is Real Time Anti-Aliasing. Without it, scaled objects have rough jagged edges and a "sparkly" effect as the hardware redraws it. With Anti-Aliasing, all the rough edges are automatically softened real-time, giving 3D objects an eerily realistic look.



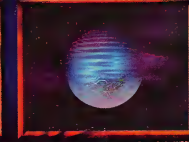
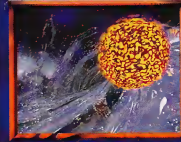
Not the official logo. DW rendered this, cool huh!



Here's a demonstration of the CG expertise at Angel Studios. (John's credits include the Lockheed commercial and Leonardo da Vinci's solid gold gun. Square Enix is teaming up with Angel Studios to develop a 3D game (thought to be Ultra Mario Kart) for the Ultra 64.



Hyper realistic computer simulations, such as this Space Shuttle demo, are possible on the Nintendo Ultra 64.



Nintendo is hoping their so called "Dream Team" will be the key to the success of the Ultra 64. The Dream Team members include: Silicon Graphics Inc.; Alias Research Inc.; Rambus Inc.; MultiGen, Inc.; Rare Ltd.; VMIS Industries Inc.; Accidion Entertainment Inc.; Williams Entertainment Inc.; Paradigm Simulation, Inc.; Spectrum Holobyte; DMA design Ltd.; and the newest Dream Team member, Angel Studios. Highlighted above are some of the computer animations of Angel Studios. One of their most popular and impressive animation pieces are the CG images seen in Peter Gabriel's music video: Kiss That Frog, shown below.







Capcom, Japanese pioneers of the fighting genre and the X-Men, American comic book heroes that I (personally) love to hate... not the first item which comes to mind under the header of "Matches Made in Heaven." Even so, X-Men: Children of the Atom is without a doubt one of the most impressive, beautiful, best-playing, and just plain powerful arcade titles ever, but, in my opinion, with some of the most boring characters in video game history.

X-Men's greatest trait is its truly mind-numbing character animation, to quote K.Lee, This stuff is excruciatingly smoother than the best animated film you've ever seen - to view Spiral's basic standing animation is to feel as if one has had a vision of gaming heaven. This is what real games will always consist of - amazing, traditional animation, not fancy live actors or shiny, plastically CGI. As for the game's play, it is radically different from any fighting game in recent memory. Dragonball-ish, three-screen high jumps are commonplace, and some characters can even fly at will. Many backgrounds are multi-level, meaning that the floor can be broken and fall through. While hurtling down to the next floor, mid-air fireballs, combos, and specials can be achieved. Whereas SSF2's super gauge allows the

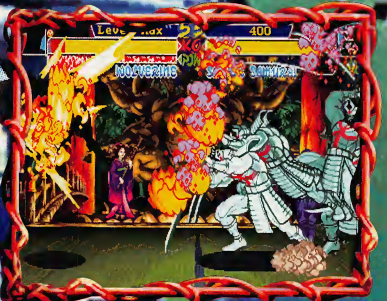


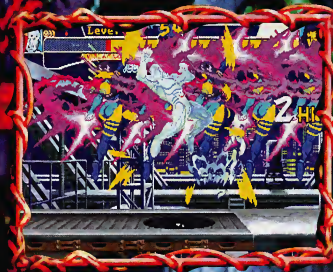
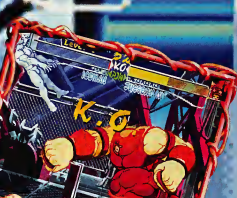
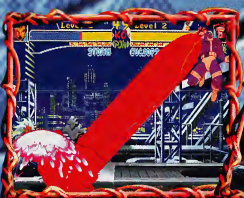
emission of but a single super combo, the "Hyper-X" gauge in X-Men can produce a minimum of three supers: Two "Super-X" moves (Shades of Godzilla 1985) and a Hyper-X super combo, often resulting in 50-plus hits. Another hep feature of X-Men is the ability to perform any and all specials in the air. Standard SF2 two-in-one-based combos work, but seem to fall by the wayside in favor of the glitzier hyper-flame-exuding, power-packed cracklin'-crazy specials.

As I've said before, X-Men's beauty-art is its strongest point. This is the most amazing



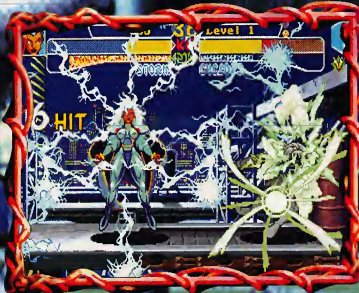
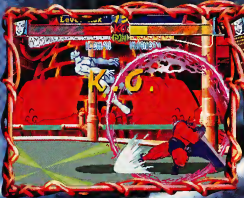
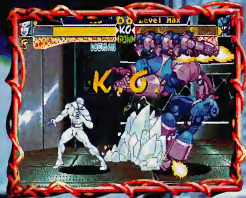
# X-MEN



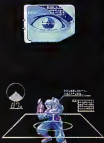


Capcom arcade game I've ever seen - five layers of parallax, gorgeous line-scrolling and literally shocking, hyper-vivid, ultra-Japanese (especially Psylocke in her anime incarnation... such the babe!!) animation make up the bulk of this 300-plus-Meg monster. The music is fair but, unfortunately, seems to fall into the recent Capcom MegaMan-X trap, with sampled electric guitars aplenty and the same, 80's-ish tunes.

X-Men makes a superb fighter for the Capcom fan and a gift from God for the X-Men enthusiast, but if you're like me it's just a minimal time-passer until Night Warriors: Darkstalkers' Revenge and Street Fighter Legends/Zero. - N.Rox







SUNSOFT • 170 MEG  
FIGHTING • 1-2 PLAYERS  
CART. AVAIL. NOW / CD AVAIL. APRIL JPN.

On a system completely overrun with fighting games, it's usually hard to get excited about another one. This is not the case with Sunsoft's *Galaxy Fight: Universal Warriors*. This 170-Meg wonder is, truly, the most amazing Neo-Geo game I have ever seen. From the hyper high-quality FMV into the last boss' scaling, warping and color cycling background, *Galaxy Fight* is total quality, and highly unorthodox. The stages have no boundaries, meaning you can advance or retreat endlessly, adding up to no corner traps and a much larger playfield for defensive players to work with. Combos come out almost effortlessly in GF (the novice player will have no difficulty whipping out live-hitters), and this is the only fighting game I know of in which two super moves can be two-in-one'd into each other, making for insane, beautiful-looking combos.

*Galaxy Fight*'s most impressive trait is its art and special effects—visual effects featured in this title are so amazing that seeing them for the first time is comparable to your first encounter with *Street Heroes*: Each level features up to five layers of parallax and amazingly deep line-scrolling... while scaling in and out! Power! One stage even has a super joy-infused color-cycling sky with flashing lightning and a warping, line-scrolling, reflecting floor... plus the aforementioned line-scrolling, parallax and scaling! The stuff this game does simply cannot be done on the Neo, yet somehow





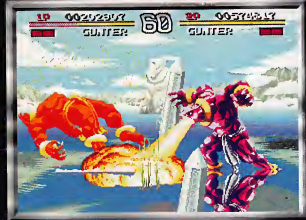


Sunsoft manages to pull 'em off.

It ain't just the backgrounds that are beauty, though, as *Galaxy Fight*'s characters are animated extremely well and are very unique, not only in design but in their special moves. For example, the character *Alvan* has a throw in which he hurls his opponent skyward, only to fry him or her with a pair of lightning bolts on the way down. *Musafar*, the robot, can toss you in the air and, as you fall down, heat on you with whatever move he desires... but of course you can counter it as you plummet. It's been moves, coupled with the entire game concept and the ultra-cool characters like this that add the much-needed element of originality to this fighter.

GF's music is another of its strong points: It ranges anywhere from odd ambient tracks with vague snippets of half-heard conversation, Art of Fighting-style, to raging techno and to subdued yet too-cool Japanese Samurai Shodown-esque tunes. The sound effects are nice, too, but the speech is unfortunately spoken with thick Japanese accents.

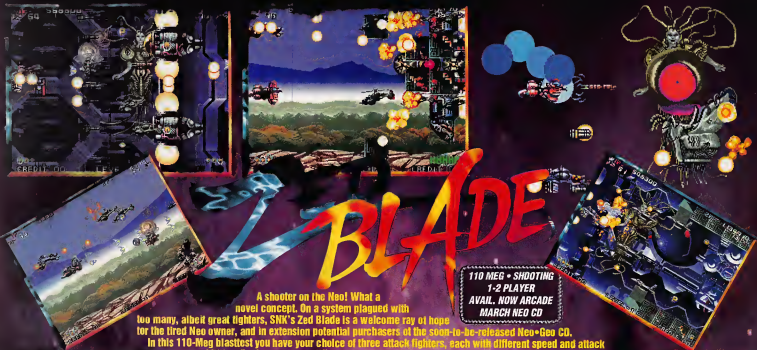
So, we have yet another Neo-Geo fighting game. Is it the same as all the others? Absolutely not. There's enough originality to be found here than in almost all of the other SNK fighters, excluding *Samurai and King of Fighters*, combined. The combination of this fact with its beautiful graphics, excellent gameplay and music make this one hard to pass up, and an absolute must-buy for those planning to purchase the CD system. N.Rox











A shooter on the Neo! What a novel concept. On a system plagued with too many, albeit great fighters, SNK's *Zed Blade* is a welcome ray of hope for the tired Neo owner, and in extension potential purchasers of the soon-to-be-released Neo-Geo CD. In this 110-Meg blastfest you have your choice of three attack fighters, each with different speed and attack abilities. Each completely different jet has its own power-up system and bomb, as well. *Zed Blade* is an extremely good, if orthodox shooter, and is unfortunately somewhat short - obviously designed for the arcade. There are only eight stages, but each one is packed with as many enemies, scrolls, and even special effects as the system can muster. All to the tune of extremely good, Ridge Racer-style techno.

The art is very good, and the enemy design is great as well, especially the scary last boss fandrill-chick. Many of the other bosses are much more in the style of the last boss fandrill-chick. Many of the other bosses are much more in the style of the last boss fandrill-chick. Many of the other bosses are much more in the style of the last boss fandrill-chick.

In fact, the second-level boss is almost a carbon copy of the boss in *Ridge Racer* that followed you down the tunnel. Parallax is superb and impressive, although it never changes throughout the level. Another annoying trait of *Zed Blade* is the lack of anything other than right-to-left scrolling.

The best thing about this game is easily the driving techno soundtrack, which fits the game perfectly. Indeed, some of the tracks surpass the mighty *Ridge Racer* and *Viewpoint*, both of which contained some of the best music ever in video games.

Unfortunately, the tracks repeat often but it doesn't ever get annoying 'cause they're just so damn good! *Zed Blade* is a thoroughly average arcade shooter with a hyper relativist ending and unbelievable music. If you're a die-hard shooter and/or techno music fan you may want to consider picking this little up for your cartridge or CD system, but for the average user there are better games. -Nick Roj



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# THE POSTMEISTER



Dear Postmeister,

First, I would like to say that I think GameFan is the only magazine worth buying. The information is accurate and way ahead of the other guys. My favorite sections are Special K's Japan Now and GameFan 32. My questions are about the Saturn. I plan on buying the Saturn the day it is released in the U.S., and I would like to know if Treasure and Konami have announced any games for the system. Another question is from the December '94 issue of GameFan. On page 201, there was a list of games coming out for the Saturn. I noticed a game called Phantasy Earth, which was listed as a RPG. Is this game a sequel to the Phantasy Star series? My last question is; when are you guys going to do an interview with Konami? the company that has made great games for many years and continues to do so. Well, I thank you for your time, and keep up the excellent work!

P.S. It is nice to see that someone else likes Rush as much as I do. Jacob's Ladder is the greatest song of all time. Sincerely, Jack Foley Swedesboro, NJ

Dear Jack,

Konami has already started programming a new Castlevania, and Treasure is working on a Gunstar Heroes sequel! I wonder if SOA will pay attention to this one! Phantasy Earth is the next game in the PS series but little is known at this time. I'm sure that as soon as any info is available, Special K. will bring you the complete scoop in Japan now. Rush is indeed a power band! So is Dream Theatre, but since it is so good it will most likely die out and be replaced by retards in high heels singin' 'Stayin' Alive or something.

Dear Postmeister,

First off, I want to say GF rules! All the rest of those so-called game magazines are best used for oversized coasters. I've been gaming since way back on Odyssey and Atari 2600 days, and my question is: Will the Ultra-64 be a gamer's dream come true? Will it even see the light of day? One of those other mags said Nintendo was having trouble meeting the \$250 price due to SGI's inability to supply the chipset at under \$80 per unit. The mag said Nintendo is rumored to be dropping Ultra-64 in favor of some SNES CD add-on. What's the true scoop? Is Nintendo guilty of the biggest vapware mess in the history of gaming? Or worse, will they downgrade their promised killer system to keep the cost down? I called Nintendo, and they said the Ultra-64 would come out the 3rd quarter of '95 with an exact conversion of Killer Instinct available at launch. Is this just more PR from Nintendo of America? Where are the conversion shots of Killer Instinct and Cruisin' USA?

September is just half-a-year away. Have they started programming these carts yet? Stay with the game, Meister Onel Mike Arrington Louisville, KY

Dear Mike,

We here at GF have seen the power of the U64 and it is indeed the ultimate power! The U64 is right on schedule and many games are in the works right now including Killer Two, which houses part one insidell K2 will not be released in arcades, has new 9F2 type combo's, and is much better than Killer one! Those other mags have burned Nintendo numerous times so maybe they just don't get the info. any more, I don't know. The U64 will be out this Fall and will cost 249.99 or less, with a pack in! Holy postage stamp!

Yo Postmeister,

What's up? First, I would like to congratulate you and rest of "Team GameFan" for all of the hard work and effort made to make this the best video game magazine out.

Now, let's get down to business. In January's issue (page 135), you talked about NEC's PC-FX system. In my opinion, this system has great potential and looks promising, but so did the Turbo-Grax 16 (The DUO), which they abandoned. I am one unhappy owner, and I'm sure I am not the only one. NEC had the best system out when the T-G 16 debuted because it had the most advanced system out that utilized the latest technology. For example: 1) The first system to use CDs to play video games. 2) The first system out to use an add-on memory (Turbo Booster). 3) First system out to use a compatible game cartridge for TWO systems (T-G 16 games were played on the Turbo-Express). 4) First, and still only, 16-bit portable system.

So why did NEC make the best system around, and then just let it die? NEC gave me and many others a rude awakening, and after they have shattered all of our dreams, they expect people to buy the PC-FX? Yes, right! The only way that NEC can restore our trust in them is by making an attachment that upgrades the DUO (like the 32X). But, if they don't do that, they are finished even before they have started! Sincerely, Mark DaCosta Bermuda

Dear Mark,

Well Mark, you won't have to worry about buying a PC-FX because it won't be coming out here. Indeed the Turbo was cool, but the American arm of NEC was a bunch of boneheads. They never released Madara, Atomic Robo Kid, Power Drift, Download 2, Dracula X, Street Fighter, Batman, Snatcher, Tengai-Makyo 2, Emerald Dragon, Y's 4, Xanadu, Spriggan, and so many

other fantastic titles. Instead they released lamet'y's like TV Sports Ca-ca, Yo-Bro, Imposameal, Addams Family, and Lords of the Rising Sun...OUCH! I can't blame NEC for shutting that pain down. Hey, we tried to tell 'em but they wouldn't listen. I have a PC/FX and I love it! It's the coolest looking system I've ever seen. I loved Team Innocent but now I will be waiting a long time for more good games. It's gonna take some time for NEC to regain power in Japan but I'm confident they will. Who knows what will happen after that?

Dear Postmeister,

You guys are simply the best. I'm a hardcore RPGer, and I normally don't buy magazines for games. But when I saw your picture of Phantasy Star IV, I knew you were my mag.

I just purchased a 32X, but so far all of the games suck. Is anything else coming out, and will they be as junky as they are now? Also, I have a new Sega CD and an old Genesis, and I was wondering if I could play 32X CD games with that hookup? My brother is interested in buying a Jag, but I read in another mag that the Jag is really a 32-bit machine. Can you confirm this?

One more thing about Sega - is the Saturn 32-bit or 64-bit? Because if Sega thinks they can compete with 64-bit stuff with a 32-bit machine, they're wrong. By the way, I heard some rumors saying that you can play Mega Drive 32X games on the Genesis 32X? P.S. Are you guys gonna go all the way through PS IV, or are you gonna leave us halfway through? And if you can tell me anything on how I could get a hold of PS I, TELL ME! (Very Important!) Also, is Alps in PS IV the same as Alps in PS IV?

See ya, Kevin Fitzgerald Middle Granville, NY

Dear Kevin,

Kevin, Kevin, Kevin. It takes time for a system to find its legs. The games you seeing now don't even kick what the system is capable of. Joy is coming, I promise you. Virtua Fighter, and many other new titles will be shown at E3. Chaotix will make you feel a lot better and it's right around this corner! Of course the 32X is no Saturn (or PS, or Ultra, or 3D0, or Geo CD) but it's only a hundred and fifty bucks. And most importantly, it's a Sega product, they can't let it die. They have pledged their allegiance to the 32X promising three to four years of quality support. The Saturn is a 32-bit system, it has two 32-bit processors that work in tandem. There is currently not a true 64-bit system on the market. The Ultra will be the first one. The Jaguar is more a 16-bit system than it is a 32. It's actually a pseudo-64-bit. We'll explain more about that in our big "spec" extravaganza next month. After that you'll know everything! Oh,



before I forget, your set-up will work just fine. And finally, Alye is a new character. I don't think the guy at SOA who translated four, even played part one (or two, or three). Read Nick's review. He tells why.

Dear Mr. "Cuz I'm CrAzY" Postmeister,

I think you're cool and should still run for president. Anyways, I own the awesome 3DO. Living in a small town, believe me, I freaked out some pretty cool friends. The reason I'm writing to you is 'cause I am angry. (I'm a little bit CrAzY too, but that's not the point here) Now that 3DO has the chance to advertise, release all the "eye popping" games, and keep people happy, why don't they do it? Sega, Ultra-64, and PlayStation won't start until September. I am no marketing analyst (Huh-huh, he said analyst, huh-huh) but I think 3DO should be full-power by now. What's the deal? Are they asleep over there or what? It's already the end of February and there aren't even any new games released. Gex, if there is one, is even pushed ---3 back to March release. I'm not assuming anything but wasn't it supposed to be released like Nov. '94? All I know is that I am a very happy 3DO owner without "new" games and if they do not do something soon I am going to be a very ANGRY yet alightly happy 3DO owner.

Also - Your magazine is the greatest. You got my vote for prez!  
Michael Angelo  
Brownsville, TX

Dear Michael,

Unfortunately, it has taken the 3DO Co. a little longer than usual to find their niche in the marketplace. This is common with any start up co. (especially one that started things off interacting). Once you figure out in what direction you want to go, in this industry, it takes at least a year to get there while the developers do their thing... 3DO is at the tail end of that year.

This is the beginning of their second generation and it's looking very promising. Crystal is about to launch some awesome sports titles (check 'em out below) along with GEX, which is now done. Crystal delayed GEX to make it the best platformer possible. This is a very important game for the 3DO, so users should be happy that they took the time to make it rock. 3DO's third generation will include games programmed with the Bulldog PPC upgrade, so I wouldn't worry if I were you. The 3DO is fully entrenched in to the American gaming scene. Hey, they've got Konami, Midway, Crystal Dynamics, and Id, makin' games right now, need I say more? Hey, you nut burger, give scrobin' all the locals, Grandma! Posty lives in Brownsville! I'll send her over with her UZI nine milimata and a can of Mace... I make my own you know.

Write to me on P.O. Box 46060

**The Postmeister**  
5137 Clareton Dr. Suite 210  
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Crystal Dynamics' first sports game Slam 'n' Jam. I could do dat!

Special thanks to:  
Bobby Ross, Jarrod Kileen, MG, Mike Larkin, Brett Jenkins, Hoover, Rich Davis, Tim King, Vincent Pagan, Chad Uselman, Reyna Burke, Damon Davis, Luis Caligas, Mike (Ska) Quinn, Eralin Mendoza, C.M., Jeremy Kershaw, Jason "D. Gamer" Cale, Matt Cronin, Price Bone, Scott Hemphill, Danny McGuire, Jason Hillier, Kolbe Launchbaugh, Andy Crapner, Bob Tieman, Tim Kaufman, Jason Cammings, Ann USAF (more back at ya), Billard Gaudin, Charles Muen, George Shahab, Walt, Ed Brown, John C.M., Marquis Dz, Douglas Levy, Paul Gelger, Simash, Kevin Kisel, Shane Rambo, W Dawson, Kenneth Lee, Daniel Abellon, Eddie Sud, Vance Tang, Edward Hieronymus, Chris Trent, Lu-Srikation, Steven Morales, Jonathan Lflok, and Derek Swanson. All of your letters were awesome!  
Jason (a.k.a. sleepless in San Diego) drink lots of Coffee.  
Darren Roskam, that was the CDDLEST, and Karin Haquist, thanks for the CHUPA-CHUPSI



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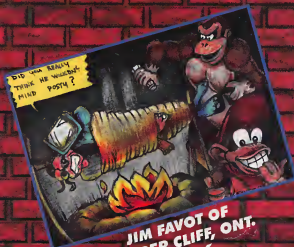
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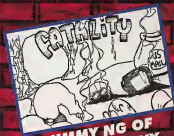
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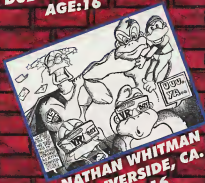
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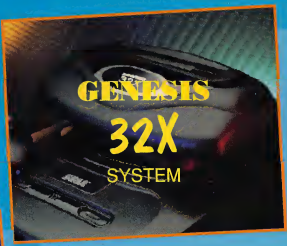
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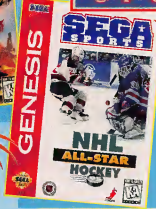


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